The Atlas of the DRAGONLANCE® World

by Karen Wynn Fonstad



The DRAGONLANCE® World has gained a life of its own. There is no greater measure of its strength than in the number of people it has inspired.

I was first introduced to Karen's work four years before I started at TSR, Inc.—when the DRAGONLANCE Saga was but a dream of mine. I had then been—and still am—impressed with her *Atlas of Middle-earth*, both for focus of graphic realization and its scholarly accuracy in detail. You can imagine my joy at learning that this same great talent would turn her attentions to the world of Krynn.

It is with that same joy that I introduce her work to you.

As I read through her words and pore over her lovingly crafted maps, I returned once more to the land of draconians and the Silvanesti. I followed again the paths the heroes trod and remembered all that I had thought . . . and dreamed . . . and felt. Even I (who have lived this world for the last four years) was often surprised by the new insights the book brought to me. Karen has captured in her own special way that magic that I have always felt in the DRAGONLANCE World.

For those who enjoyed the novels, I think this book will bring you the same feeling it brought to me. And for those of you who play the ADVANCED DUNGEONS & DRAGONS® games, this book will be a special treat. Here are the maps of Krynn that will enable you to continue your adventures. This book opens the way for years of campaigning.

It was a great pleasure to work with Karen, small though my contribution may have been. I promised to check everything for accuracy and only found that *I* had made a few mistakes which *she* caught.

I would write more, but Tasslehoff is impatient. I promised him the first copy, and he's tired of waiting. . . . I am sure you understand.

Here, then, is the true DRAGONLANCE world.

Tracy Hickman
July 1987

Also by Karen Wynn Fonstad

The Atlas of Middle-earth
The Atlas of Pern
The Atlas of Land

the ATLAS of the DRAGONLANCE® world

by Karen Wynn Fonstad

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To son Mark
—My D&D® game player—

The Atlas of the DRAGONLANCE® World

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Acknowledgments

Although the quality of accuracy (or inaccuracy) of the product within these pages rests entirely with the author, the work could never have been completed without the encouragement and assistance of many people:

My husband, Todd, associate professor of geography, who once again provided insights and suggestions regarding physical geography for the regional and thematic maps. Of even more importance was the continuing sacrifice of the entire family, all of whom endured late meals and a grouchy wife and mother when the days were too short, and who pitched in to help.

All the marvelous people we met in Johnson City, Tennessee, during the 1986/87 school year while Todd was a visiting professor at East Tennessee State University. Their friendliness made us feel at home in a very short time, and prevented my being a house-bound hermit who never left computer and drafting table.

Past mentors—especially Beatrice Frank, my junior high school art teacher; and James M. Goodman, my professor of cartography and thesis director at the University of Oklahoma. With each publication, I am increasingly thankful for their marvelous instruction.

The personnel of TSR who answered questions (and posed them), and continue to be enthusiastic in their support of the project. Special thanks are due to Harold Johnson, who initially suggested *The Atlas of the DRAGONLANCE® World* and who was my contact for several months. Jean Black also kept me going when the task seemed overwhelming in the midst of two major moves, as well as Mary Kirchoff and Dave Sutherland, both of whom saved my life several times in the last stages of the production of this work.

The authors and illustrators of the whole DRAGONLANCE series. Their work made this both the easiest and most difficult project I have completed thus far, because of the sheer wealth of information and materials available. The greatest thanks, however, are due to Tracy Hickman, who never once said he was too busy to talk when he received my unannounced phone calls and who always came up with the answers, being cheery all the while.

CONTENTS

Introduction

Introduction

If a reader is to enjoy a tale, he must become a part of the story—glancing half-fearfully into the shadows in search of the source of creeping dread, or toiling against the bitter blast of wind funneling down from an icy mountain pass. The imaginary world must be as convincing as the characters. Such a world is Krynn.

Although a wide variety of maps are already available for Krynn, this composite seeks to unify the information and provide additional details. It cannot, unfortunately, duplicate Tasslehoff's collection "drawn on everything from fine parchment to soft kid leather to a huge palmetto leaf,"[1] but given the unreliability of some of the kender's maps . . .

The Geography of Krynn

The DRAGONLANCE® *Chronicles* and *Legends* ranged through time and space in the continent of Ansalon. Ansalon lay in the southern hemisphere of Krynn, stretching from the artic to the equatorial climates.[2] Ansalon was a relatively small continent, spanning only 960 miles from northern Nordmaar to the Ice Wall Castle, and 1,320 miles from Sancrist to the Courrain Ocean.[3] Using the climates as a guide, Ansalon's location on Krynn could be approximated. The resultant time zones show a four-hour difference between Silvanost and Solamnia; as darkness deepened above Alhana on the Tower of the Stars, it was afternoon at the Tower of the High Clerist where Sturm faced Kitiara.[4]

Flint would doubtless take exception to the representation of Krynn as a sphere, just as he scoffed at Tasslehoff's suggestion that he might fall through the world and find land: ". . . Everyone knows that the world rests on the Anvil of Reorx. Those falling to the other side were caught between his hammer blows and the world still being forged. People on the other side indeed!"[5]

Several lands did lay beyond Ansalon, however, including a scattering of tropical wastelands to the north (the Isle of Dragons among them), and another land mass several months' voyage to the east (perhaps the land where the gnomes labored in Reorx's workshops).

Effects of the Cataclysm

Within the microcosm of Ansalon one could find the full range of landforms, vegetation, and a marvelously diverse population. Prior to the Cataclysm almost all of Ansalon was a continuous landmass. Only Sancrist in the west, a few islands in the north, an island south of Balifor, and another south of Tarsis were separated from the mainland. Mountains were scattered through the land; the Khoralis Mountains of the southwest and the Khalkist Mountains in central Ansalon were the most extensive. Ergoth was cut from both north and south by long bays. North of the Khoralis Mountains the rivers drained into the bay near Kalaman. East of the Khalkists most of the rivers flowed southeast. A large bay and several lakes lay near Istar, draining north.[7]

Everything was dramatically altered at the time of the Cataclysm. When the fiery mountain crashed into Istar, massive changes occurred, yet by comparing pre- and post-Cataclysm maps, the process is comprehensible. The shock wave from the destruction of Istar folded and faulted the lands in the Khalkist and Khoralis Mountains, raising additional ridges and increasing volcanic activity in the Khalkists. The upwarp in the Khalkists raised the lands of Nordmaar, while that in the Khoralis Mountains drained the bay of Tarsis and raised the new southern lands that eventually allowed encroachment of polar ice. South of Caergoth and east of Xak Tsaroth the land was downthrust, leaving steep cliffs along the coast of Newsea which filled the central lowlands.[8] Sancrist became half again as large when new mountains appeared north of Mount Nevermind.

Ocean waters rushed over low-lying coasts and along already established drainageways. The lakes, plains, and mountains surrounding Istar were inundated—forced so deep that a perpetual Maelstrom swirled. The eastern coast from Karthay to Balifor was submerged, leaving a chain of rugged islands. The bay near Balifor became almost a gulf, and even formed a small sea far inland. In western Ansalon, the bays flooded sufficiently to separate Ergoth into several islands, and the newly downthrust central basin filled with the rushing waters of the Turbidus Ocean.

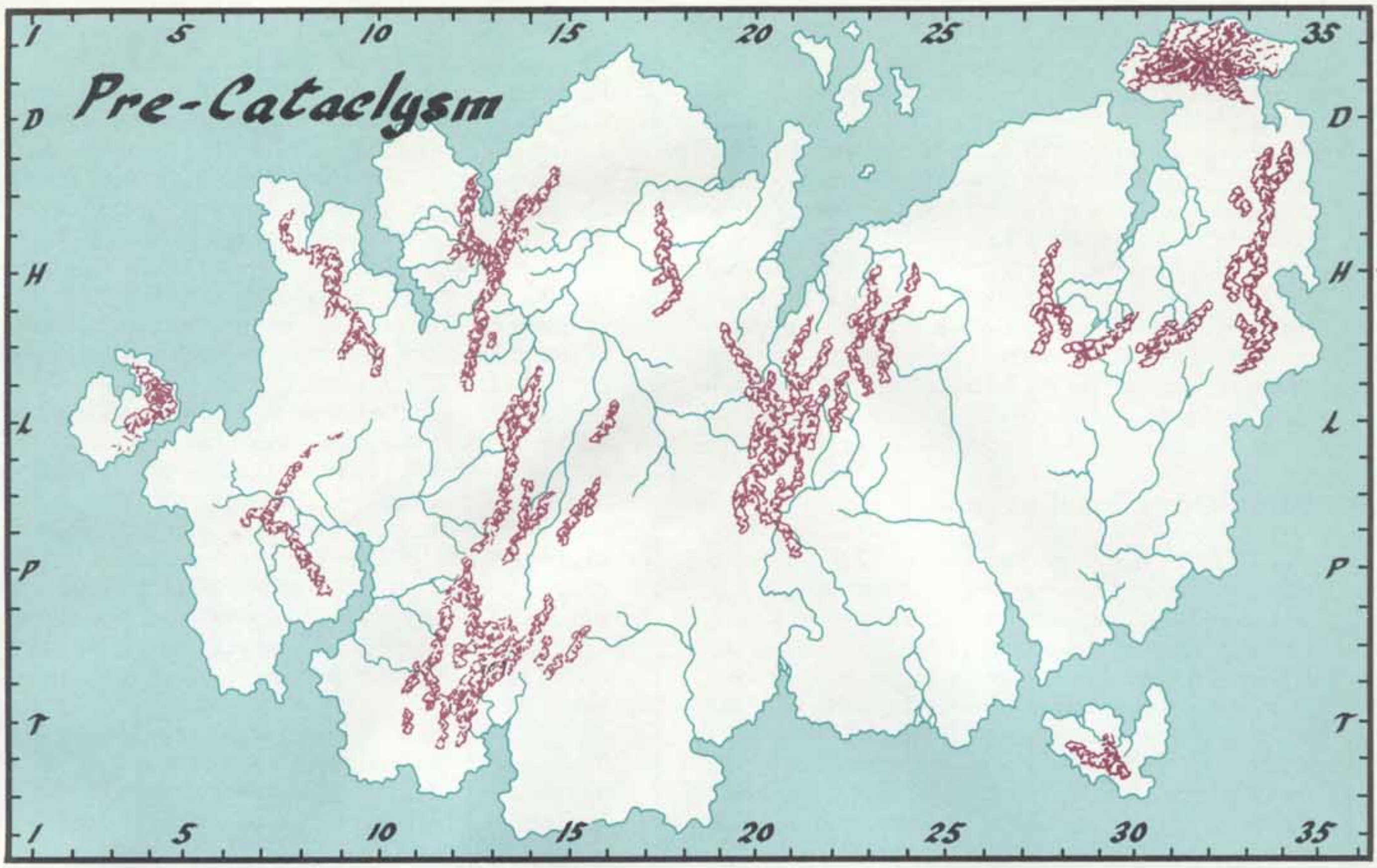
The emergence of new lands and subsidence of others forced new drainage patterns. In the area around Palanthas the effect was minimal. Likewise, the eastern river of Silvanesti was virtually unchanged, but the western river was forced eastward to a confluence north of Silvanost.

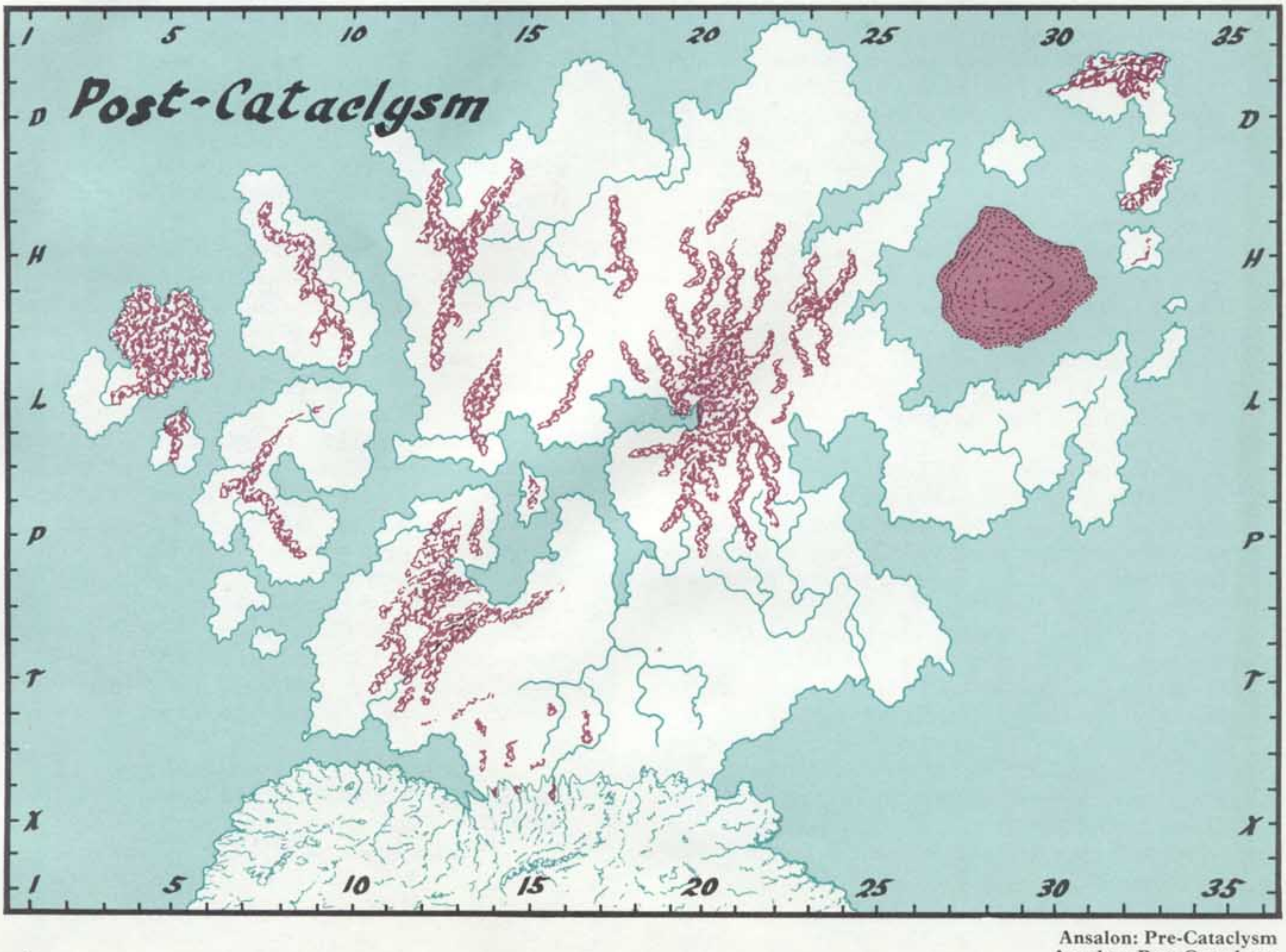
The most marked drainage change was in south-central Ansalon. The rivers which previously flowed south were blocked. They reversed their flow and gradually established new channels north into Newsea.

The population was decimated by the Cataclysm. Direct casualties were not unique to Istar: earthquakes and seismic sea waves ("tsunamis") wreaked devastation. Hunger, homelessness, and sheer despair claimed many in secondary kill. Xak Tsaroth, a busy market centered on a river, was suddenly cast down a cliff.[9] The kender city of Balifor was destroyed,[10] as were countless other coastal cities—some suddenly flooded, some more gradually overtaken. Climatic and vegetative changes later forced abandonment of settlements, as once fertile areas became desert and ice encroached in the south.

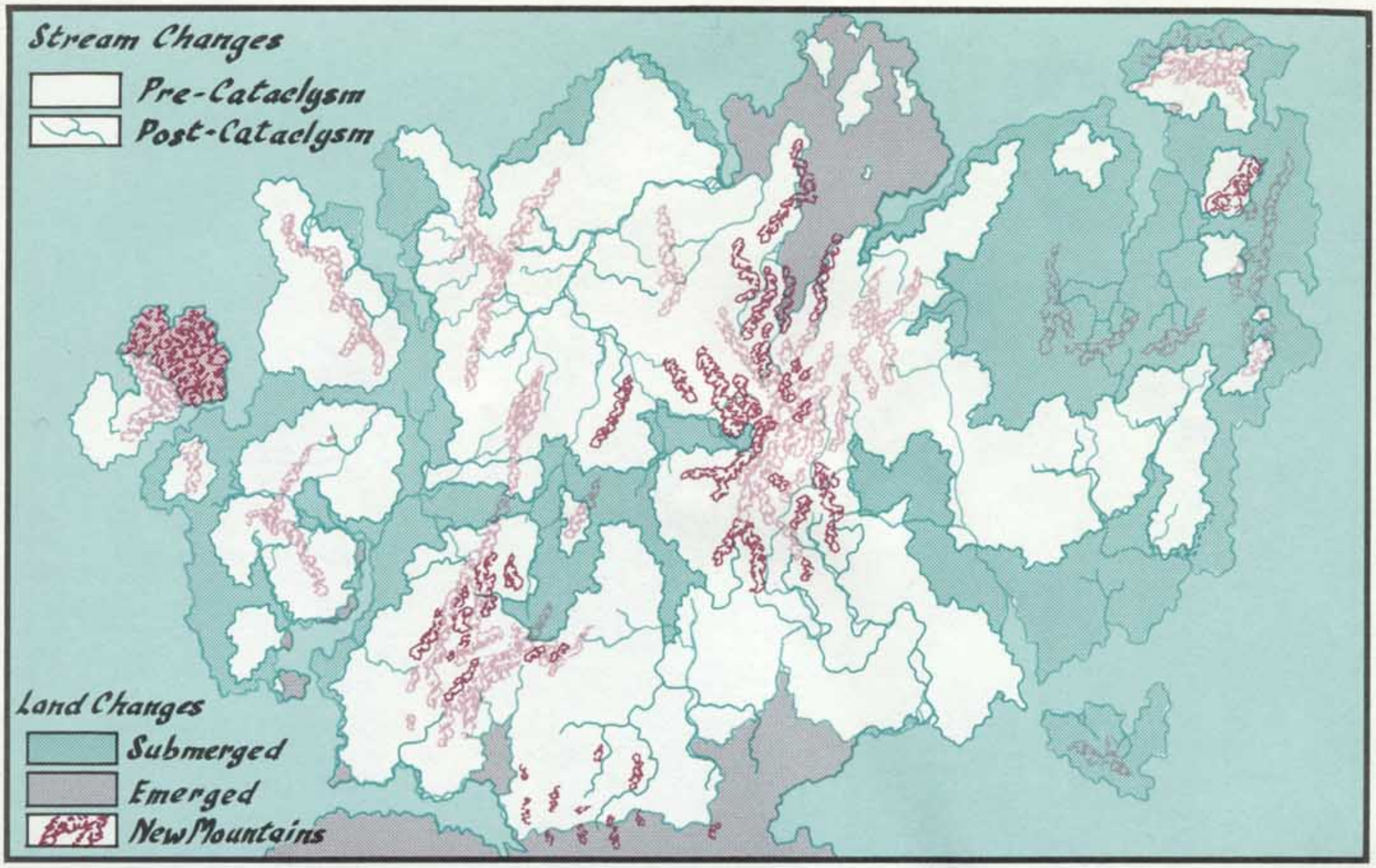
In spite of this, most of the cities and citadels present during the War of the Lance dated from before the Cataclysm. Palanthas was essentially untouched.[11] The fortresses of Solamnia also lay in a protected region, as did the village of Caergoth.[12] In Sancrist the gnomes were delighted with the new mountains north of Mount Nevermind.[13] The dwarven kingdoms of Thoradin and Thorbardin were not destroyed in spite of the mountain-building activities nearby.[14] The cities of Karthay in the east and Daltigoth in the west were not laid waste by the Cataclysm but by the magic-induced destruction of their Towers of High Sorcery (just prior to the Cataclysm).[15]

As the refugees sought homes and the population was gradually reestablished, cities and villages were slowly constructed in the ensuing centuries: North Keep and Valkinord in the new lands of Nordmaar, Kendermore in Goodlund, the Haven of the Highseekers, and Solace in Abanasinia.[16] Many new villages established ports along



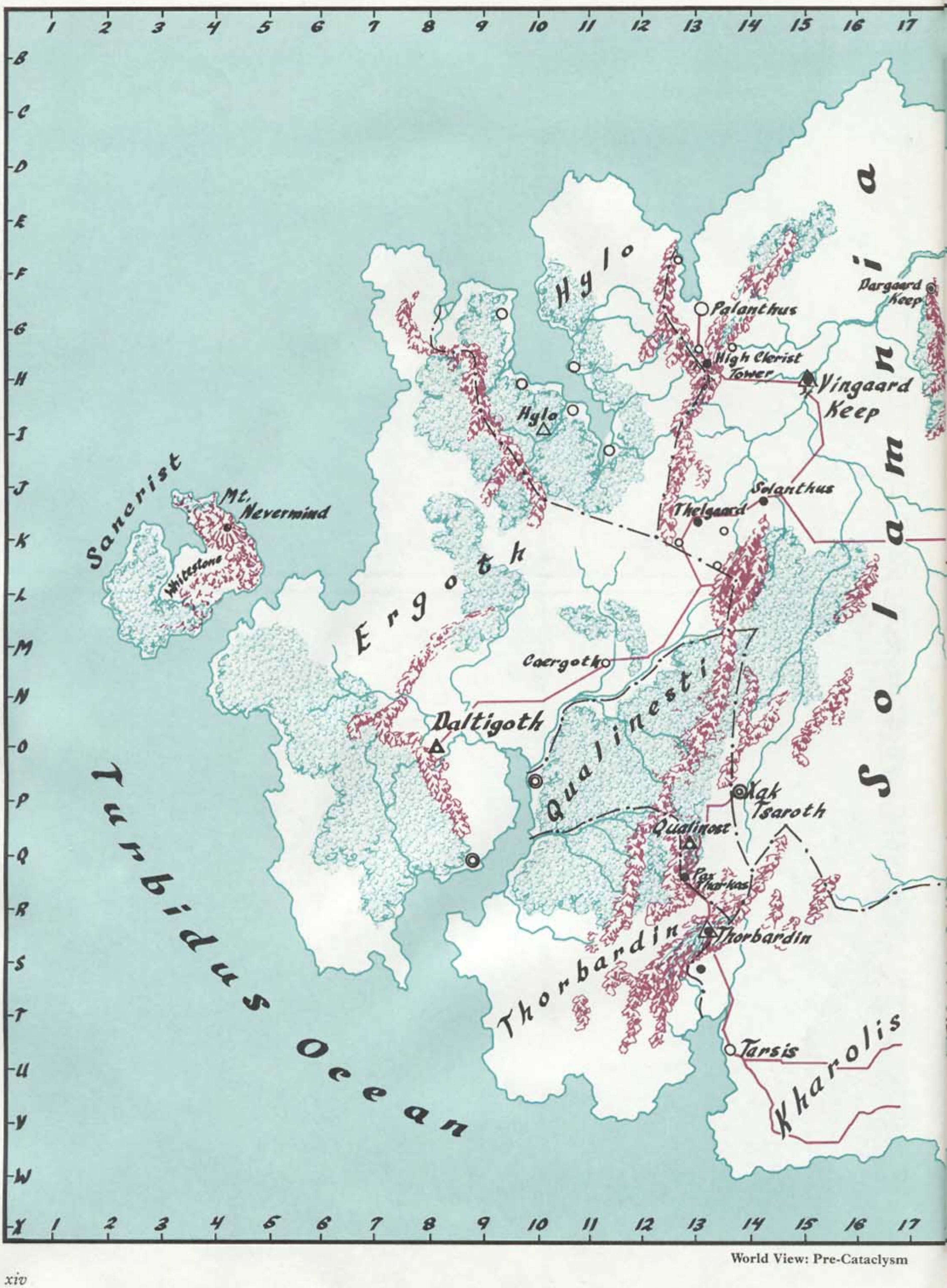


Ansalon: Pre-Cataclysm
Ansalon: Post-Cataclysm

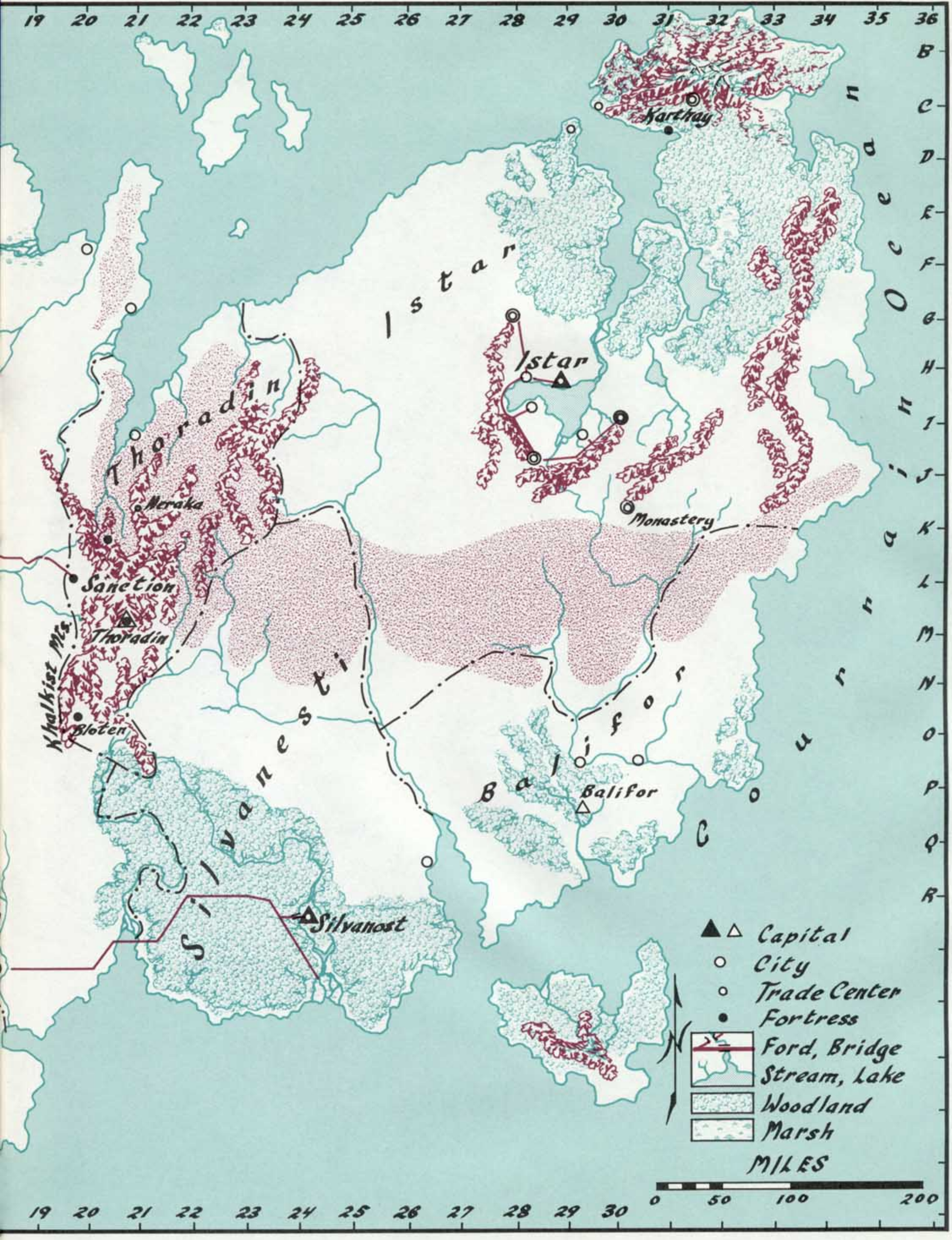




Stream Changes
Krynn

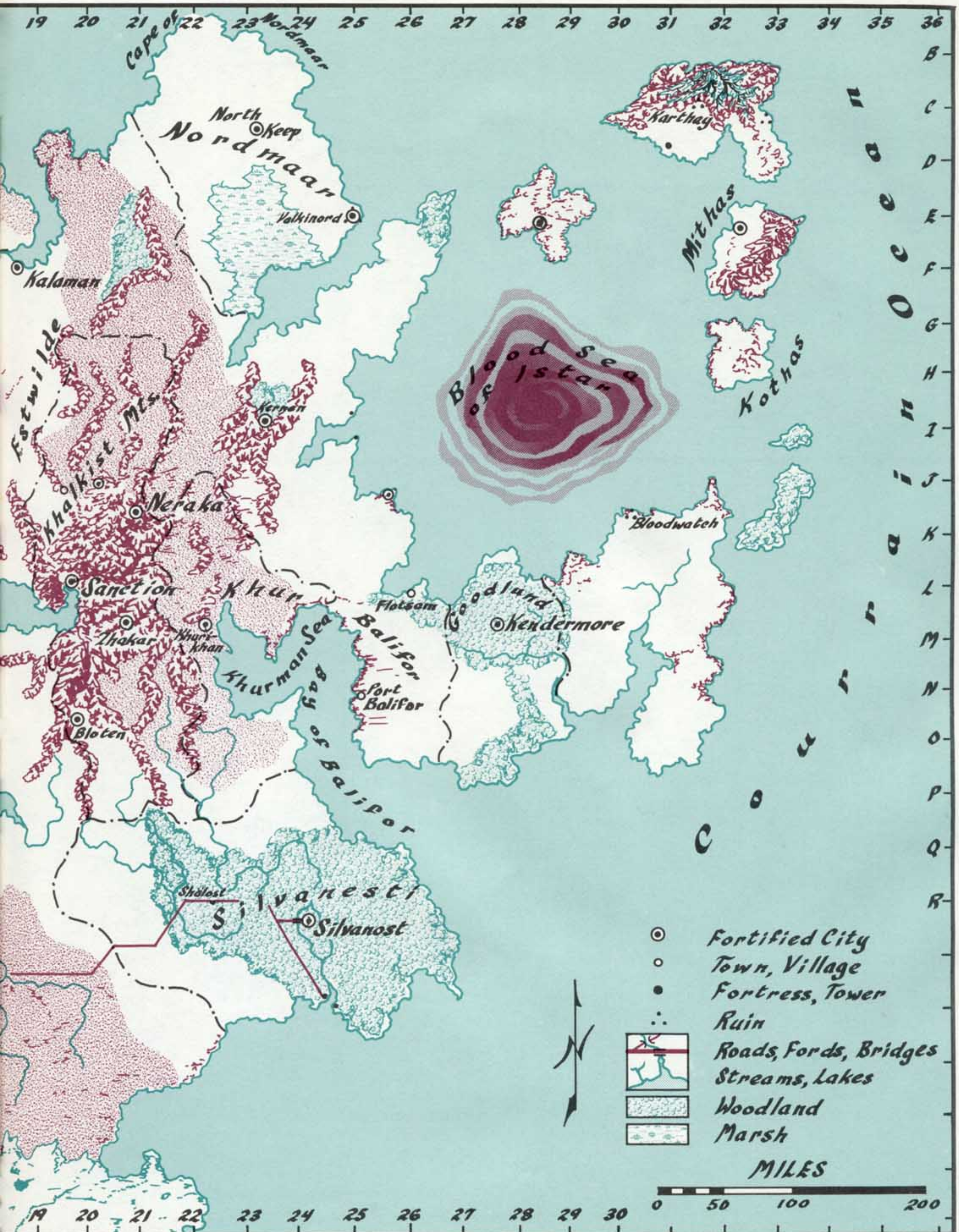


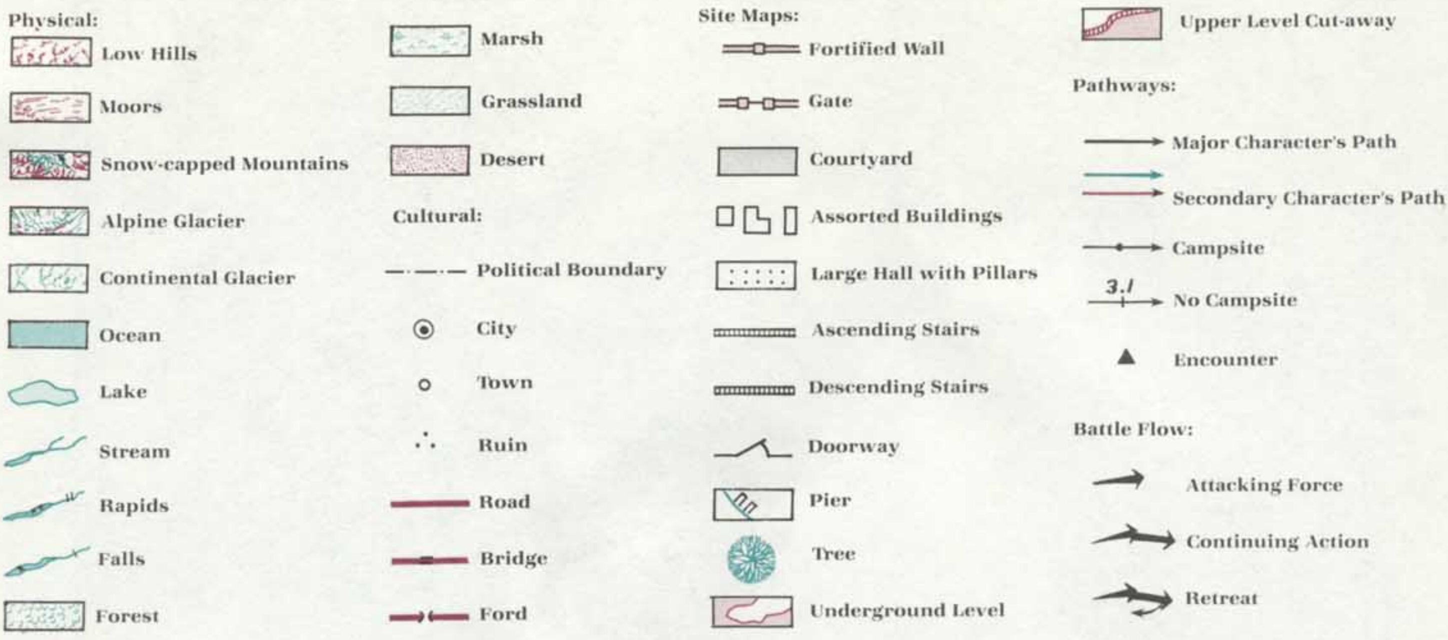
World View: Pre-Cataclysm


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Karthay
Istar
Istar
Thoradin
Meraka
Sanction
Thoradin
Khalkist Mts.
Bloten
Monastery
Silvanesti
Balifor
Balifor
Silvanost
Courrain Ocean
Capital
City
Trade Center
Fortress
Ford, Bridge
Stream, Lake
Woodland
Marsh
MILES
0 50 100 200



World View: Post-Cataclysm


Cape of Nordmaar
North Keep
Nordmaar
Valkinord
Kalaman
Estwilde
Khalkist Mts.
Kernen
Neraka
Sanction
Khur
Zhakar
Khuri-khan
Khurman Sea
Flotsam
Balifor
Port Balifor
Goodlund
Kendermore
Bay of Balifor
Blood Sea of Istar
Bloodwatch
Karthay
Mithas
Kothas
Courrain Ocean
Bloten
Shalost
Silvanesti
Silvanost
Fortified City
Town, Village
Fortress, Tower
Ruin
Roads, Fords, Bridges
Streams, Lakes
Woodland
Marsh
MILES
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50
100
200



Legend

the new coasts, notably Port Balifor and Flotsam. By the time of the War of the Lance, population shifts had become more politically than physically necessary as the various peoples fled the onslaught of the dragonarmies.

The Format of the Atlas

Following Raistlin and Caramon from pre-Cataclysmic Istar to the Dwarfgate Wars near Thorbardin and the Heroes of the Lance throughout Ansalon, the reader travels repeatedly to some locations. With the exception of changes resulting from the Cataclysm, however, physical changes of landforms were relatively few, and even local sites were more aged than altered. The atlas is therefore arranged roughly in the sequence traveled by the Heroes of the Lance, with inclusions of additional and/or altered sites visited by Raistlin/Fistandantilus and Caramon.

Within each of the first four sections are regional and site maps. Pathway, battle, and thematic maps are included in later sections. All locations are indexed with a letter/number grid for easy reference. Each grid division equals 40 miles. For ease of reference, all the major regional maps are of equal scale, as are the pathway maps. Site maps and subregion maps vary.

Symbols used to represent various physical and cultural phenomena are kept fairly constant, although some variations are necessary (notably on the pathway maps). A legend is included with most maps.

Conclusion

The DRAGONLANCE® *Chronicles, Legends, Tales,* and game modules, as well as related articles in DRAGON® Magazine have provided readers and gamers with a wealth of information about the world of Krynn. This atlas attempts to unify that information. Nevertheless, not every question could be answered. The game modules, although following the general storyline of the DRAGONLANCE *Chronicles,* by necessity must provide additional options and sites. These have been worked into the appropriate sections as much as possible.

Finally, in spite of the willing assistance of the DRAGONLANCE saga authors in answering my questions, not every detail could be discussed. Errors doubtless occur. I wish I could blame them on Tasslehoff, but they were my own—although, like many, I am probably part kender at heart.

The South

The South

The most frequently and thoroughly visited locations in Ansalon were those of the south, especially the southwest. The importance stems not from political preeminence, either before or after the Cataclysm, but from the focus on the Heroes of the Lance. Solace, Darken Wood, Que-shu, Xak Tsaroth, Qualinost, Pax Tharkas, Zhaman, Thorbardin, Tarsis, Ice Wall Castle, and the travails of the roads between are central to the DRAGONLANCE® *Chronicles* and *Legends*. Only Silvanost, far in the southeast, came briefly into the tale. Since the Silvanesti elves remained apart from the rest of society, their land could be said to belong to the east as much as the south and will be discussed in that section.

The southwest was characterized by mountains, the central south by steppes, and the southeast by plains and forest. Broken roads running west from Silvanesti and east from Tarsis attest that even the central lands were once settled and well-traveled. Encroachment of ice in the south, desert in the north, change of drainage, and abandonment of commerce led to the roads' (and the lands') decay.

Abanasinia

Although the original map of Abanasinia (Abanasynia) included all the lands from the northern plains of New Sea to the mountains of Thorbardin, the term more precisely refers only to the area north and northwest of the White-rage River.[1] The northern Kharolis Mountains formed the heart of Abanasinia. Coastal plains lay to their west and north, while the Eastwall Mountains separated the eastern plains from the coastal marshes.[2]

The Kharolis Mountains in this area were known as the Sentinel Peaks, hence varying references indicated that they lay west, south, and east of Solace.[3] The Sentinel Peaks were neither tremendously high nor rugged, being a collection of ridges rather than a continuous mountain mass. Nevertheless, the mountains were still difficult enough to require identification of passes. This was especially true as the mountains lay around and within the spectre-haunted Darken Wood. Two major tributary branches to the White-rage River partially encircled Darken Wood: Solace Stream, which flowed south from Crystalmir Lake by Solace, and Elfstream and Darkwater River which entered the White-rage near Haven and rush east through White-rage Cut. Beyond the confluence of these branches, the White-rage was joined from the south by a stream that fell from the city of Qualinost.[4]

The major city of Abanasinia was the Lordcity of Haven.[5] Its only road access ran north and east around the mountains surrounding Darken Wood. Solace was important as a crossroads between Haven and the villages to the east and north and Gateway and the important lands beyond to the south.[6] Within the mountain valleys outside Darken Wood the land was good for farms and pastures.[7] East of the mountains, villages of the Plainsmen dotted the grasslands: Que-tah, Que-kiri, and the ill-fated Que-shu. The only other habitation of note was the ruined city of Xak Tsaroth on the western shore of Newsea.

Qualinesti, Thorbardin and Beyond

In the wooded lands south and west of the White-rage River lay the realm of Qualinesti. Qualinost, the chief city, was constructed in a well-protected valley that could only be reached from the north-south road by secret ways, including climbing a soaring cliff via stairs behind a waterfall and then crossing a series of ravines on narrow bridges.[8] In southern Qualinesti, the Forest of Wayreth held the only Tower of High Sorcery still in use at the beginning of the War of the Lance. Its location was "on maps, but—comparing them—no two maps ever agreed on its location."[9]

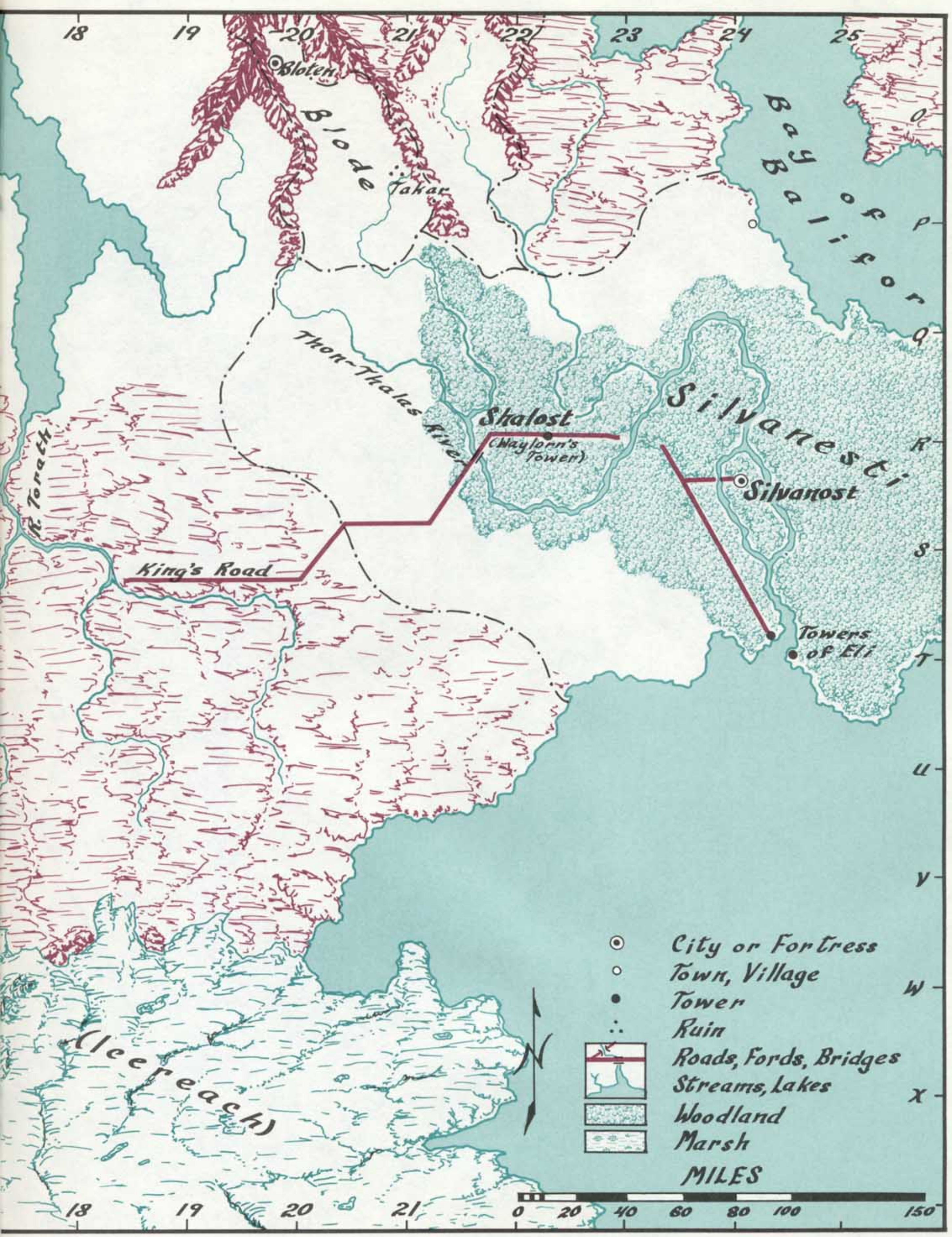
Across the only pass between Qualinost and Thorbardin stood the mighty fortress of Pax Tharkas. The mountain valleys to the west were inhabited by hill dwarves, and in one of the uninhabited valleys the refugees escaping Verminaard's dragonarmy found a temporary home in "Hopeful Vale."[10]

Between the mountains south of Pax Tharkas and those of Thorbardin lay the Plains of Dergoth. Prior to the Cataclysm the Plains held many waterholes, but by the time Caramon led his army across them a century later during the Dwarfgate Wars, they had become a desert with few oases.[11] Near the gate of Thorbardin mages once labored to magically construct the fortress of Zhaman. With its destruction during the Dwarfgate Wars, it collapsed into a ruin resembling a skull, hence its later name, Skullcap. Its destruction also tore apart the Plains of Dergoth, and they became the Plains of Death.[12] Two centuries later, marshes crept over the Plains.[13]

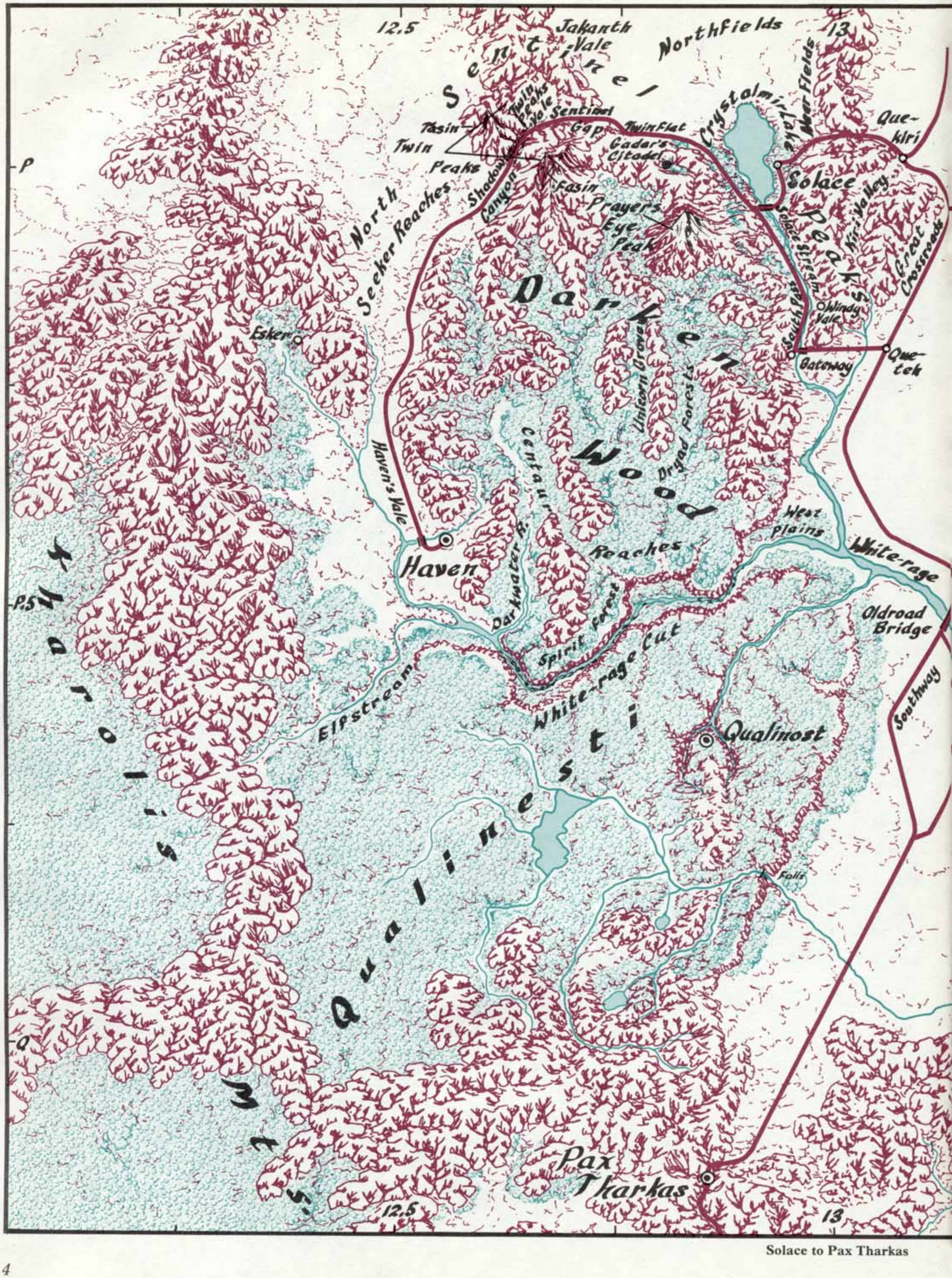
Miles of waste stretched south of Thorbardin: the Plains of Dust. Climatic changes after the Cataclysm affected this area as it did the Plains of Dergoth.[14] Dry and dusty in warm weather and whipped with snow in the winter, it was a formidable obstacle to travel. A narrow ridge (which held at least one warm spring), helped shelter the city of Tarsis from the blasting winds.[15] A mere remnant of the once-great port was in use when the Heroes of the Lance arrived seeking passage. The ships were rotting, half-buried in sand.[16] The only sea access later lay far south on Ice Mountain Bay.

The Old Coast Road and the ports it once served had been overrun with glacial fingers creeping from the south polar ice cap. The only other habitation was an ancient citadel, buried in an icy ridge within the ice cap itself: Ice Wall Castle.[17]

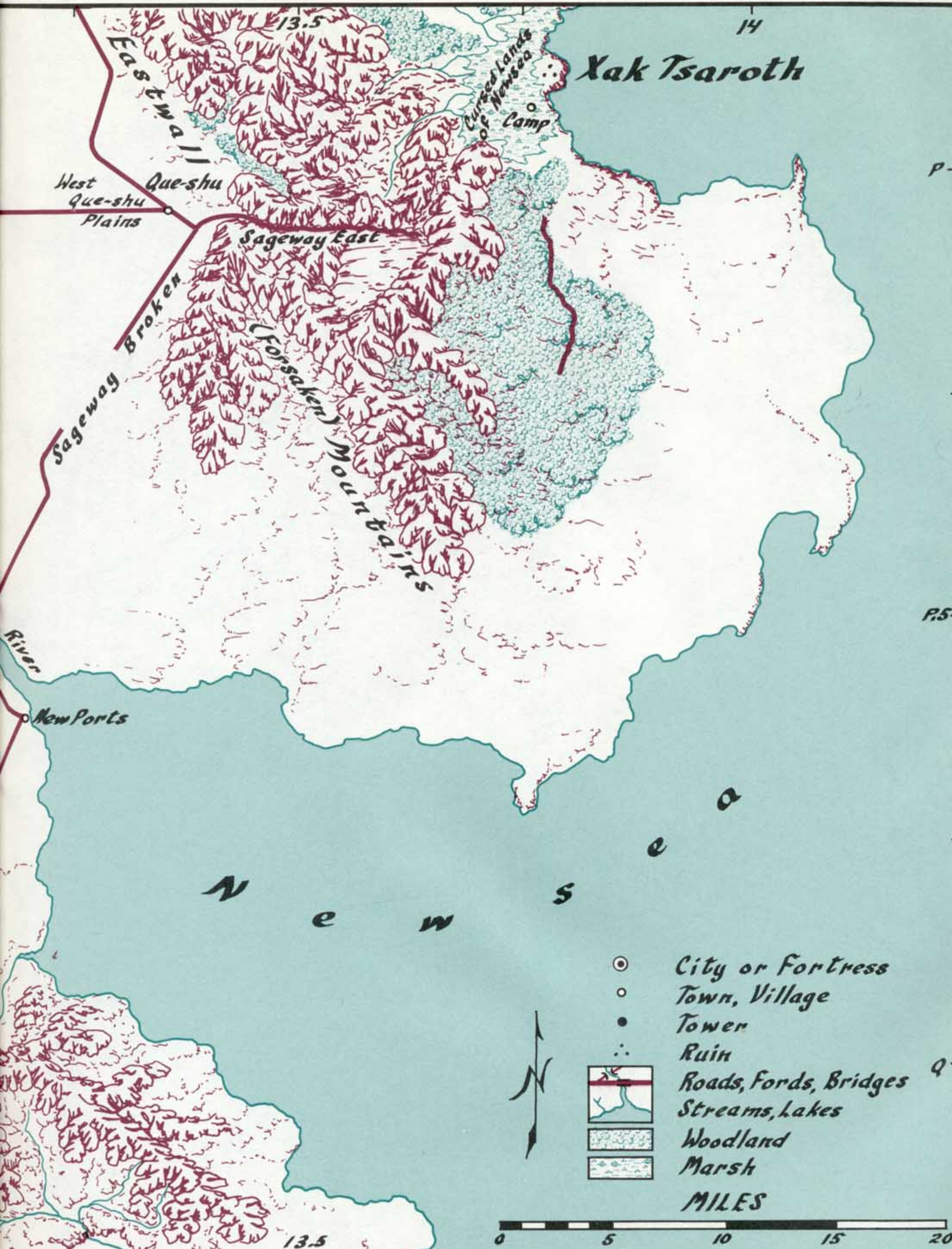

Straits of Schallsea
Abanasinia
Eastwall Mts.
Schallsea
New Sea
New Coast
Solace
Xak Tsaroth
Que-shu
Darken Wood
Haven
Qualinost
Qualinesti
Straits of Algoni
Kharolis Mountains
Pax Tharkas
Skullcap (Zhaman)
Forest of Wayreth
Tower of High Sorcery
Thorbardin
Plains of Dust
Tarsis
East Road
Old Coast Road
Zeriak
Ice Mountain Bay
Ice Wall Glacier
Ice Folk Camp
Ice Wall
Icewall Castle
Peat Mine
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The South

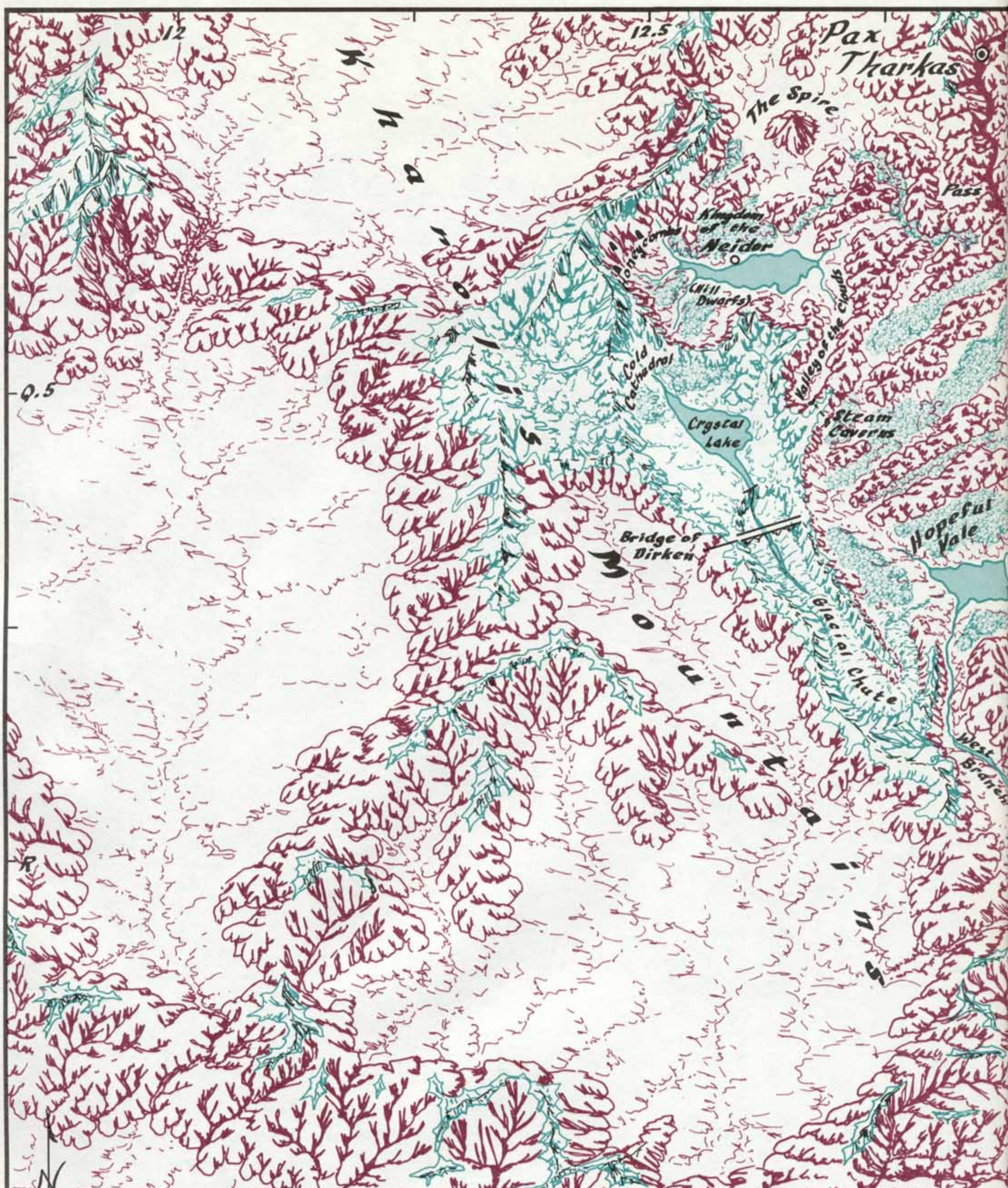


Bloten
Blode
Takar
Bay of Balifor
Thon-Thalas River
Shalost
(Waylorn's Tower)
Silvanesti
Silvanost
R. Torath
King's Road
Towers of Eli
(Icereach)
City or Fortress
Town, Village
Tower
Ruin
Roads, Fords, Bridges
Streams, Lakes
Woodland
Marsh
MILES
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O P Q R S T U V W X



Solace to Pax Tharkas


13.5
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Xak Tsaroth
Cursed Lands of Newsea
Camp
Eastwall
West Que-shu Plains
Que-shu
Sageway East
Sageway Broken
(Forsaken) Mountains
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River
New Ports
New sea
City or Fortress
Town, Village
Tower
Ruin
Roads, Fords, Bridges
Streams, Lakes
Woodland
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Pax Tharkas to Thorbardin


13
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Newsea
Trampled Plain
Fallen Forest
Winterfruit Grove
Blackened Wood
South Road
Eye of Elar
Way of the Warrior
Hills of Blood
Battle Plain
Plains of Dergoth
Skulleap
(Ruins of Zhaman
The Bog
Northgate
Thorbardin
Valley of the Thanes
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Solace

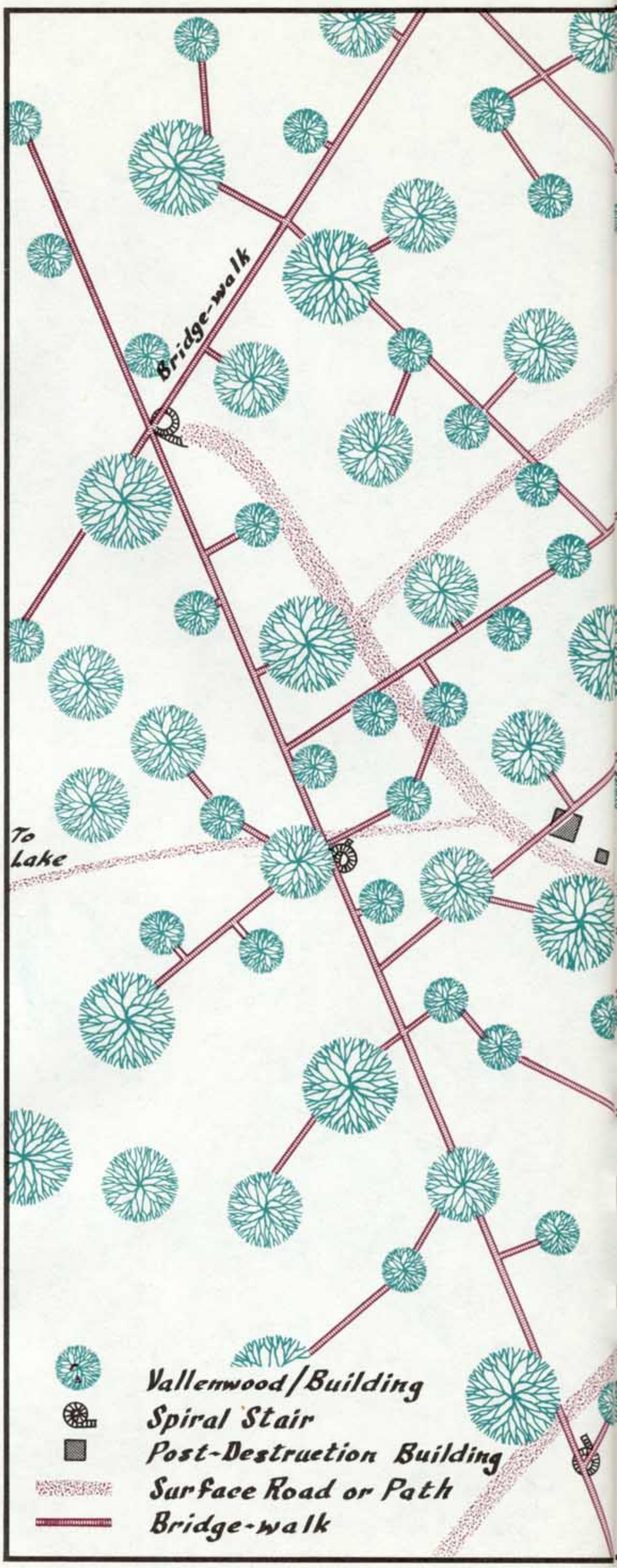
Standing on the east side of Cystalmir Lake about a mile from the shore was the town of Solace.[1] No ordinary human village, it housed some extremely extraordinary people: the "companions" who became the core of the Heroes of the Lance. Solace had long been a crossroads.[2] Accustomed to a mixture of visitors, it became home base not only to Tika, Caramon, Raistlin, and Kitiara (from Solace originally), but also to a half-elf, a hill dwarf, a kender, and a Knight of Solamnia: Tanis, Flint, Tasslehoff, and Sturm.[3]

The uniqueness of the town was not restricted to its inhabitants, however. It was a tree city. Virtually all the homes and businesses of Solace were constructed in the massive vallenwoods found in the valley surrounding most of Crystalmir Lake, making the town "one of the beauties and wonders of Krynn."[4] (Of all the businesses, only the blacksmith shop stood on the ground before the dragon destruction—although there were doubtless a few accessory buildings (such as stables) which could not conveniently be located in the trees.[5] Although spiraling stairs rose from ground level at important locations, all of Solace's buildings could be accessed above ground via the network of bridge-walks.[6] These were much more convenient to the inhabitants than the stairs, as was demonstrated when Tanis got lost trying to flee on the ground between the inn and Tika's house.[7]

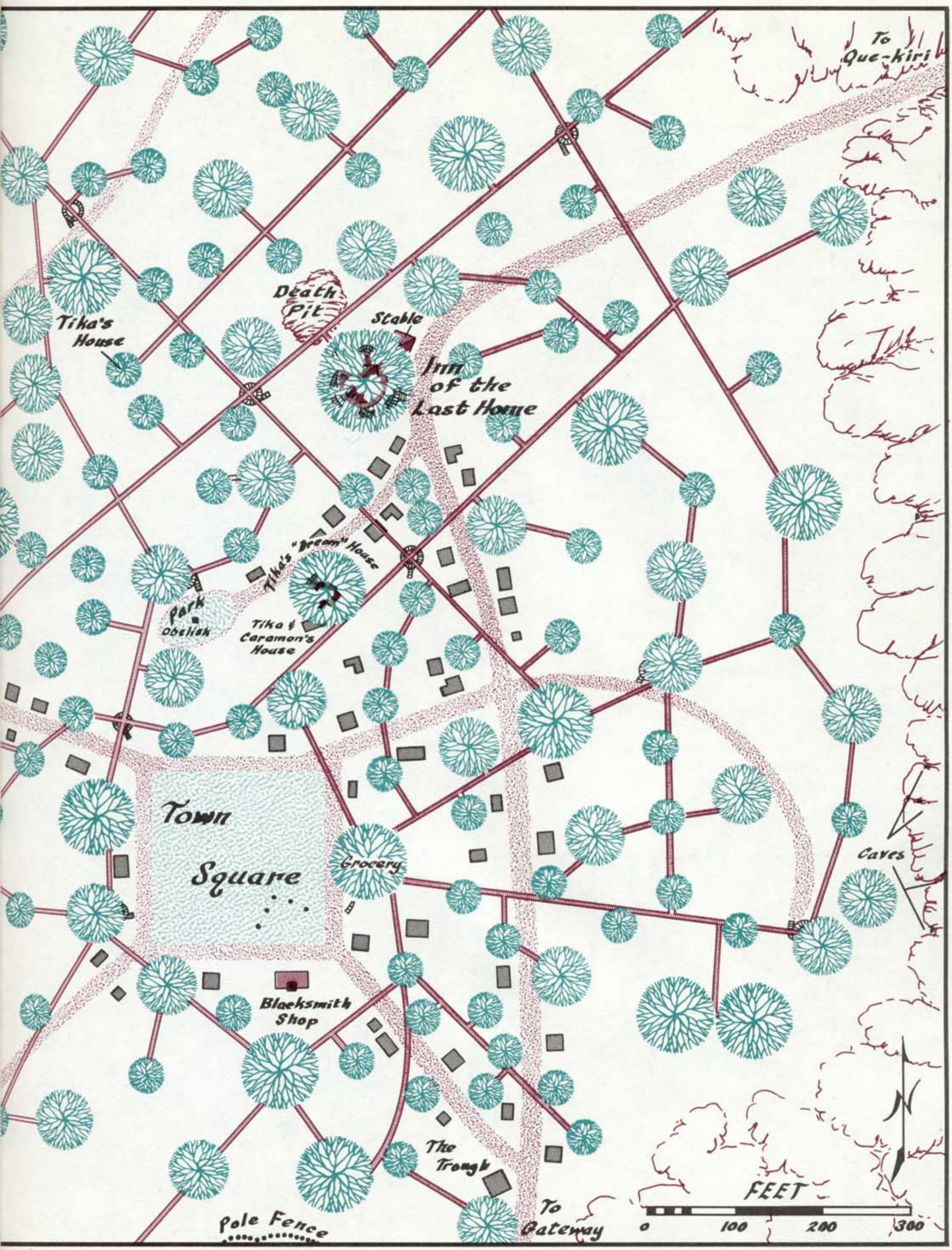
The largest and best-known building in Solace was the Inn of the Last Home. Its vallenwood stood close to the eastern edge of town by a bend in the main road from the plains, yet it was centrally located.[8] Two other important structures, the grocery store and Theros Ironfeld's blacksmith shop, were probably near the Solace Town Square.[9] A disreputable drinking place called The Trough was located on the opposite side of town from the inn.[10]

Five hundred people lived in Solace in about 150 homes.[11] Tanis, Flint, the twins (Caramon and Raistlin), and Tika each had a house.[12] Of these, Tika's was closest to the inn, for it was there that the companions hid from the High Theocrat's minions.[13]

After the destruction of Solace by dragons, the homeless lived in caves and lean-to hovels.[14] The Town Square was burned beyond redemption and held stakes for manacling prisoners.[15] A pole fence was constructed by the enemy, as if to imprison the town.[16] Two years after the War of the Lance the town was still a mess, although new construction was underway.[17] Fortunately, vallenwoods grew quickly, and in one new tree Caramon began a house for Tika and himself.[18] It stood near the inn on a road that ended at a small park. It was also the site of Tika's monument in Tas's and Caramon's vision of the future. In the vision Tas also found a mass grave near the inn, for during Raistlin's battle with the Queen of Darkness all Solace was destroyed.[19]



Solace



To Que-kiri
Death Pit
Stable
Tika's House
Inn of the Last Home
Tika's "Dream" House
Park
Obelisk
Tika & Caramon's House
Town Square
Grocery
Caves
Blacksmith Shop
The Trough
Pole Fence
To Gateway
FEET
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Inn of the Last Home

The Inn of the Last Home was the largest building in Solace. It rested in a massive vallenwood and could be reached from either the tree bridge-walks or via the stair which spiraled around the base of the tree to the platform 40 feet above the ground.[1]

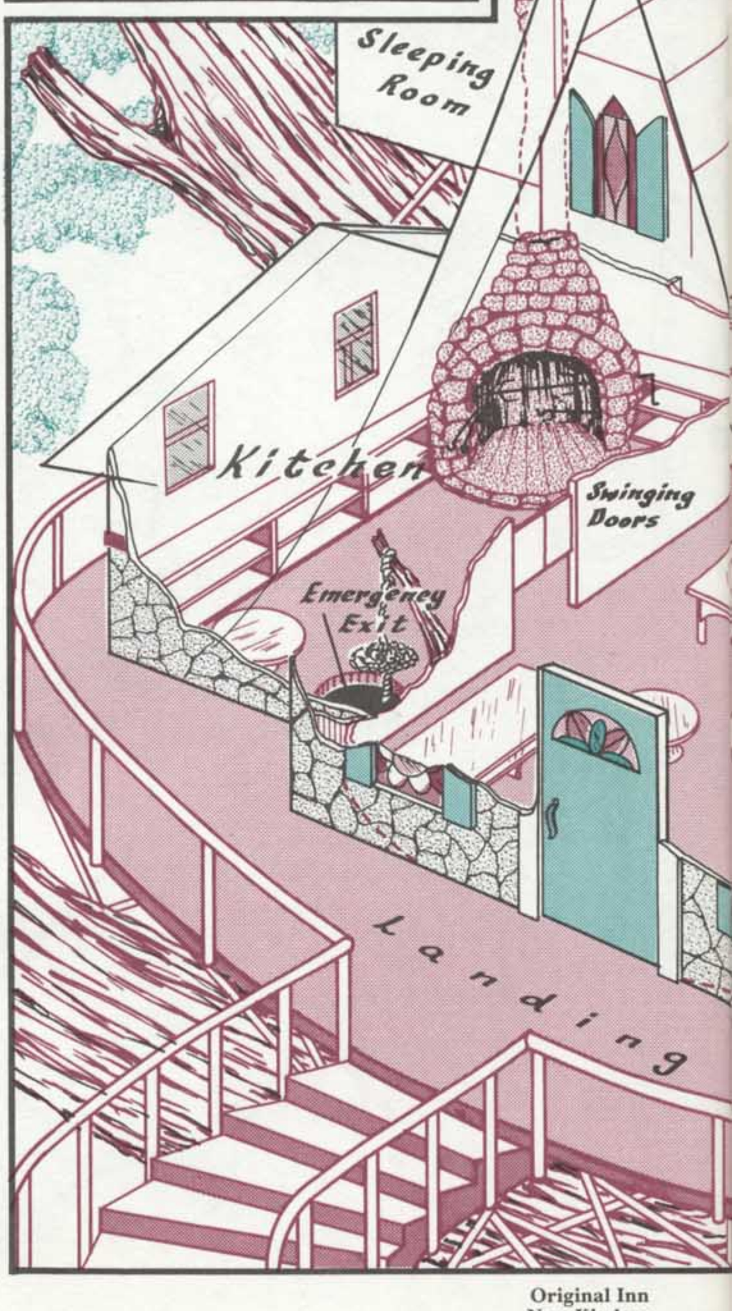
The platform base was supported by countless timbers attached to the trunk and limbs below.[2] The first floor of the inn included the common room and the kitchen. The sleeping rooms were perched on higher branches and had a separate entrance.[3] The upper level was reached by climbing yet another stair at the back of the main platform. In spite of being situated on and around the tree limbs, most of the inn was a single building in both appearance and construction—allowing its removal to the ground by the dragons after the destruction of Solace.[4] At least the central and front sleeping rooms lying over the common room remained intact.[5] Later, more sleeping rooms were added, and the roof was rebuilt.[6]

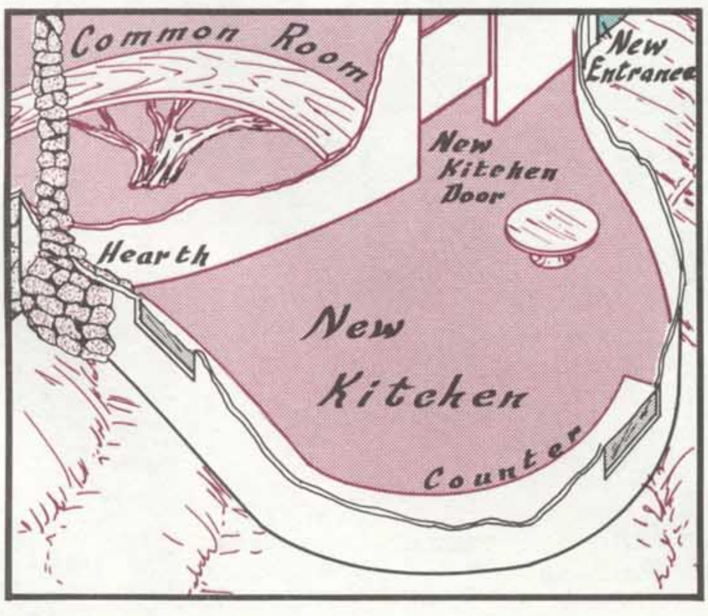
The common room seated at least 60.[7] It was "bean-shaped, wrapping around the trunk of the vallenwood."[8] The exterior was decidedly rectangular,[9] so the rounded shape of the common room must have been the result of an inner wall. The firepit in the common room was of careful dwarf-design "to appear to be part of the tree."[10]

Fizban pulled the long table against the trunk so that it would be in shadow at night with the fire lit.[11] This was also true of Raistlin, who was leaning back in a darkened nook in the tree trunk.[12] Goldmoon and Riverwind sat nearer the fire.[13] After the crystal staff was revealed, the companions fled with the couple. They escaped through the swinging doors into the kitchen and dropped through the floor on a rope left there for just such emergencies.[14]

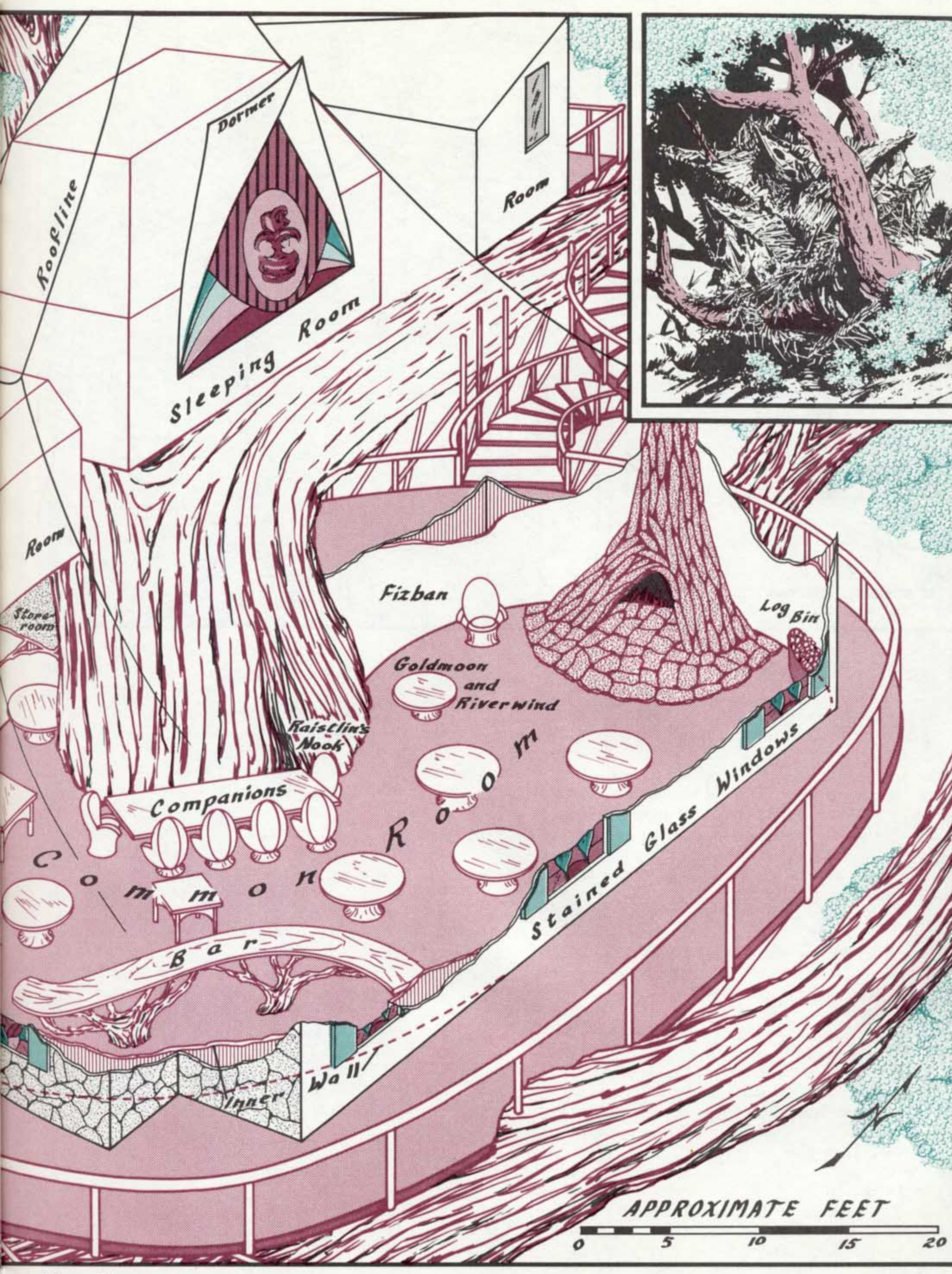
After the destruction of Solace such escape was no longer possible. The original kitchen burned and was replaced by a makeshift one on the opposite side of the common room, with no exit.[15] The main door was also moved, allowing customers to enter the better preserved part of the common room, away from the broken wall of the original kitchen.[16]



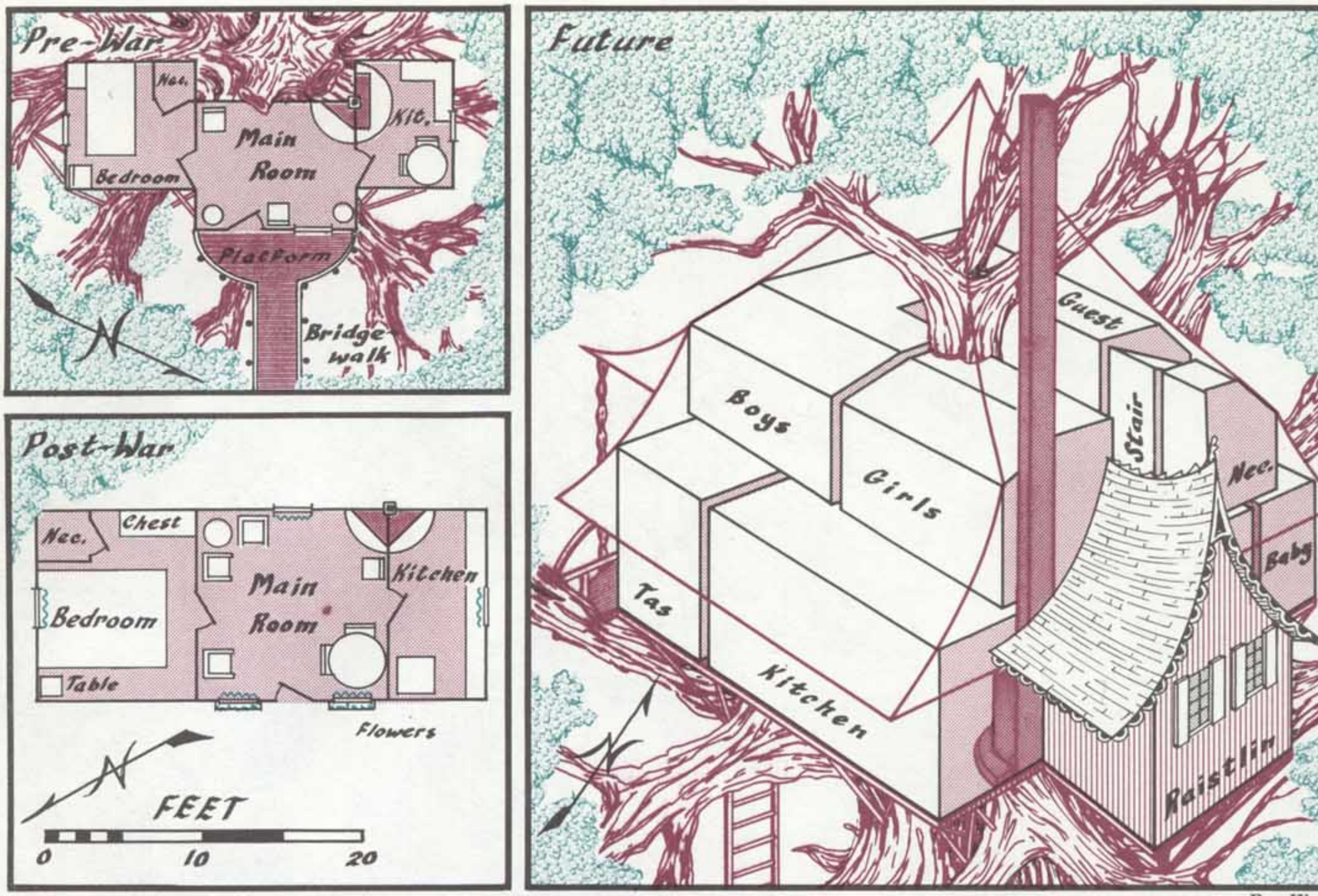




Original Inn
New Kitchen



Damaged Inn
Inn of the Last Home



Pre-War
Post-War
Future

Tika's Houses

Three houses were associated with Tika Waylan: her little house before the war, the new home Caramon began building after the war before he lost heart, and the small house in its shadow where the new couple actually lived during the construction. The three houses were indicative of Tika's life. The little house was adequate for the single status of a barmaid, while the small house she later shared with Caramon showed that their happiness fell as short of promise as the tiny house fell short of the magnificent but incomplete structure above it. As Tas observed: "So this was Tika's house, built in the shadow of a dream."[1]

Tika's original house was in a vallenwood tree near the Inn of the Last Home, but it had no nearby spiraling stair from the ground.[2] The house was so small that the companions "crowded in," and the ceiling was so low that Riverwind had to duck his head.[3] Sturm had to find Goldmoon a chair and Raistlin sat on the hearth. However, Sturm later turned over chairs and tables to give the appearance of a struggle; some of those chairs may have come from other rooms.[4] The small house had a kitchen from which Tasslehoff took provisions, but it probably had only one sleeping room.[5]

When Caramon and Tika married, the new couple moved into a hastily constructed house at the foot of a newly grown vallenwood: "Obviously built only as a temporary measure . . . Its gables sagged into a frown. Its paint was cracked and peeling."[6] Tika tried to make the best of things, and the house was neat and clean, with flowers in windowboxes and fresh curtains.[7] Still, it was not much larger than the house in which she lived before the war, having only a single bedroom, living room, and kitchen, in that arrangement. The bedroom contained a bed, tiny table, and a large clothes chest (opposite the bedside table). The living room had a window by the front door, chairs, and an eating area. The kitchen held a cooking hearth and pantry.[8]

Nestled in the branches of the vallenwood above the temporary house was the beginning of "one of the better homes in the township . . . built in the ages-old tradition . . . vaulting gables . . . shaped to appear to be part of the tree itself."[9] Each room extended off the main part of the house, with the whole structure carved and polished to resemble the tree, yet the walls were incomplete and there was no roof. Only the room for Raistlin was finished, complete with glass-paned windows and plaque with wizard's mark.[10] After Caramon returned from the Dwarfgate Wars and his own personal battle, he led Tika up the ladder to the house and expounded on his revised plans: a baby's room next to the master bedroom, two rooms for older kids ("one for the boys and one for the girls"), a kitchen, guest room, room for Tas, and . . . Raistlin's room, with its plaque lovingly removed.[11]

Crystalmir Lake

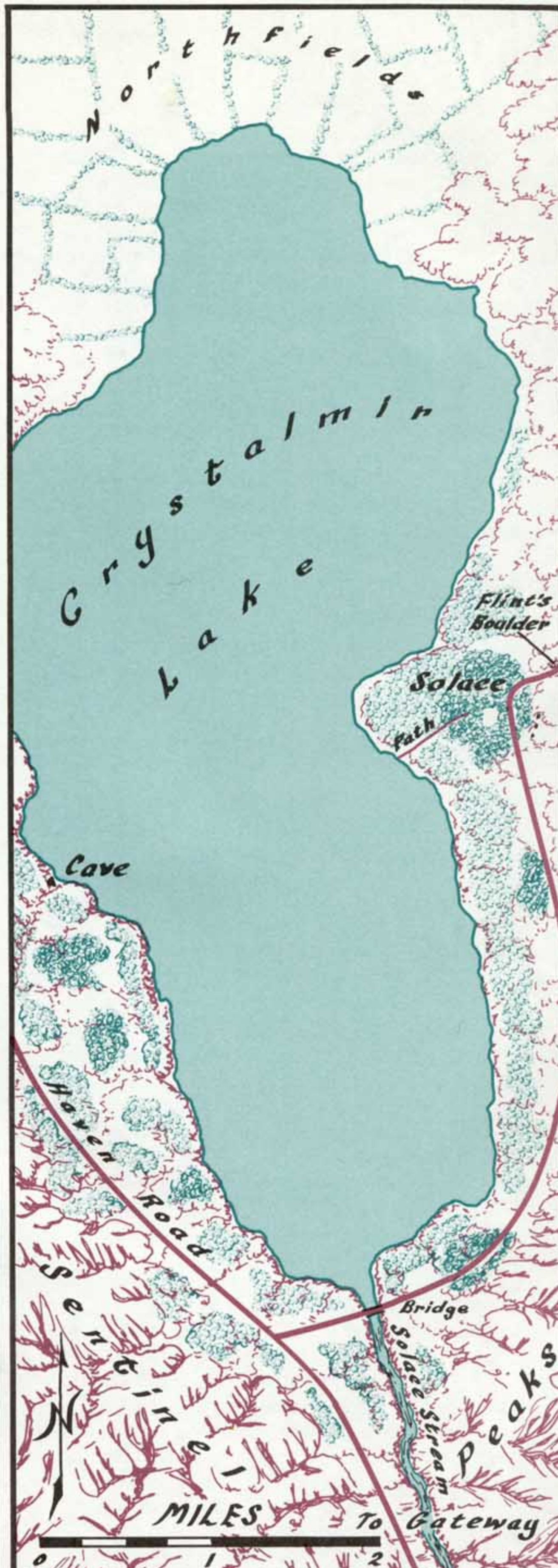
The town of Solace was situated east of the shores of a high mountain lake: Crystalmir. The lake lay in the midst of a mountain bowl known as Solace Vale.[1] Sentinel Peaks, a branch of the Kharolis Mountains, partially encircled the vale to the east, west, and south.[2] To the north the land was relatively flat, with a patchwork of farmlands known as Northfields.[3] From Flint's favorite whittling place—the boulder next to the road entering the eastern rim of the vale—one could see the entire panorama spread below.[4]

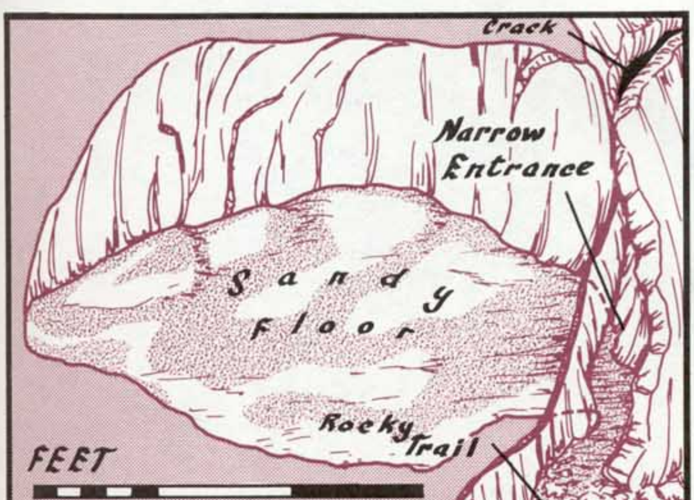
Solace was primarily a farming community, but it also served the travelers passing on the roads which ran east to the plains, west to the Lordcity of Haven, and south to Gateway and beyond.[5] The vallenwood trees which made the town of Solace so unique also appeared elsewhere in Solace Vale, except in the open farmlands of the north.[6]

The mighty vallenwoods were not the only trees in the vale, however. Between the trees of Solace and the shores of Crystalmir was a grove of pines so thick that when the companions fled on the lake path they could not be seen by their pursuers.[7]

If the companions had fled south along the road from Solace, they would have come to an ancient stone bridge. It crossed Solace Stream as it emptied from Crystalmir Lake, running in a stony trough through the mountains south toward Gateway. West of the bridge the road from the plains joined the Haven Road coming from the north and followed the stream through the Sentinel Peaks at Southpass.[8]

Instead, the companions hiked about a mile along a path to Crystalmir and rowed across the lake to one of the caves on the west bank.[9] There, among great landmark rocks on the shore, Tanis led them up a rocky trail to a snug cave. The entrance appeared to be merely a large crack, but within it was a cave roomy enough for all eight travelers to stretch out comfortably and even have a fire, with the draft coming through a crack in the cave's ceiling.[10] The next morning it took an hour to cut through the thick brush under the vallenwoods from the cave to the road, although it was only "a few hundred yards."[11]





The Lake
The Cave

Prayer's Eye Peak and Darken Wood

Fleeing from the draconians encountered on Haven Road, the companions chose to attempt finding a way through the woods west of the road without entering Darken Wood. In order to gain a vantage point to survey a route, they walked for nearly an hour along a game trail, south toward Prayer's Eye Peak.[1]

Prayer's Eye Peak was the closest to Solace of the several peaks in the Sentinel Range.[2] An old glacial mountain, the white rock at its crest was split into two slabs which, from a distance, looked like "praying hands."[3] Its wooded eastern slopes were laced with trails leading to popular picnic spots, but there were no trails to the south and west toward which the white stag led the company.[4]

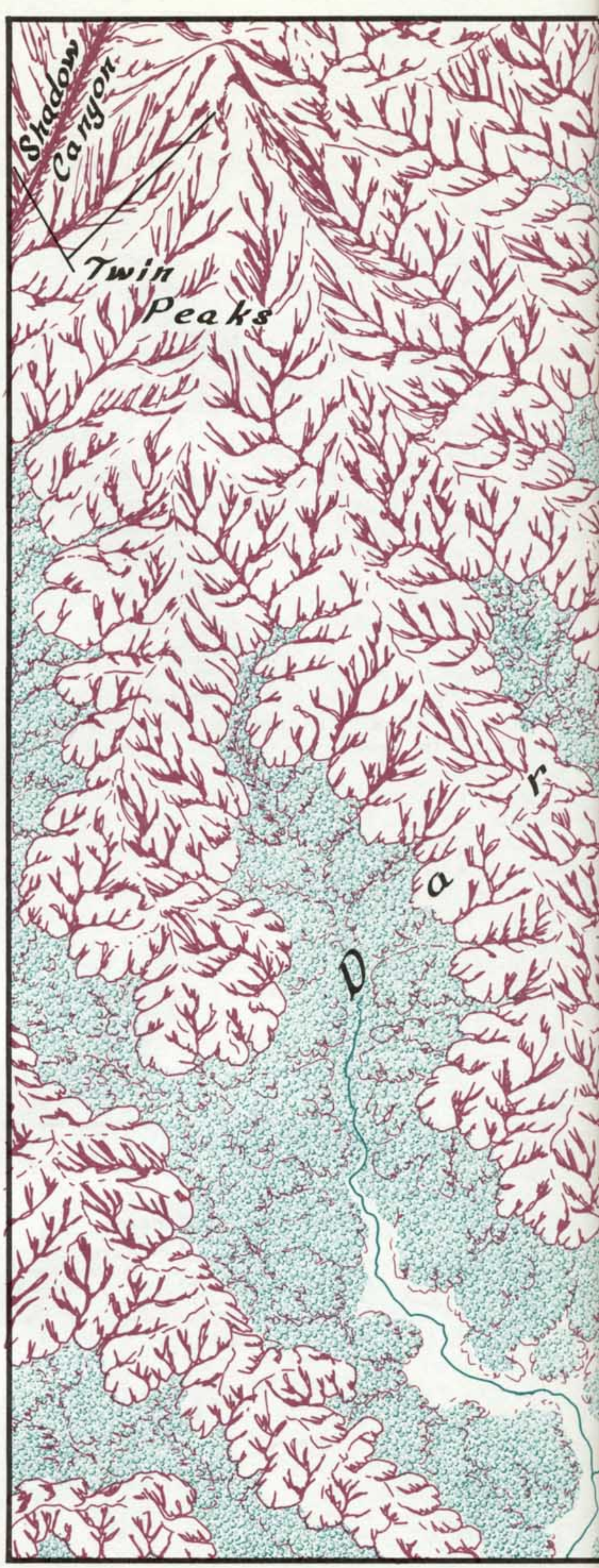
Although the peak's elevation made it lofty enough to once have been glaciated, the local relief above the "high mountain bowl"[5] of Solace Vale was low enough to have allowed the companions to climb the white stag's magical trails to the crest and down again in four to five hours. By reviewing all the company's travels of the day, the following estimates were made:

1 hour[6] — Cave to Haven road.
15 min. — Short distance along the road.
15 min. — Brief encounter with the draconians.
1 hour[7] — Flight through woods to mountain's base.
15 min. — Brief rest.
Midday[8] — Climb to look-out ledge (1 + hour).
20 min. — Brief rest.
30 min.[9] — Trek through the defile.
3 p.m.[10] — Descent to base on the far side.

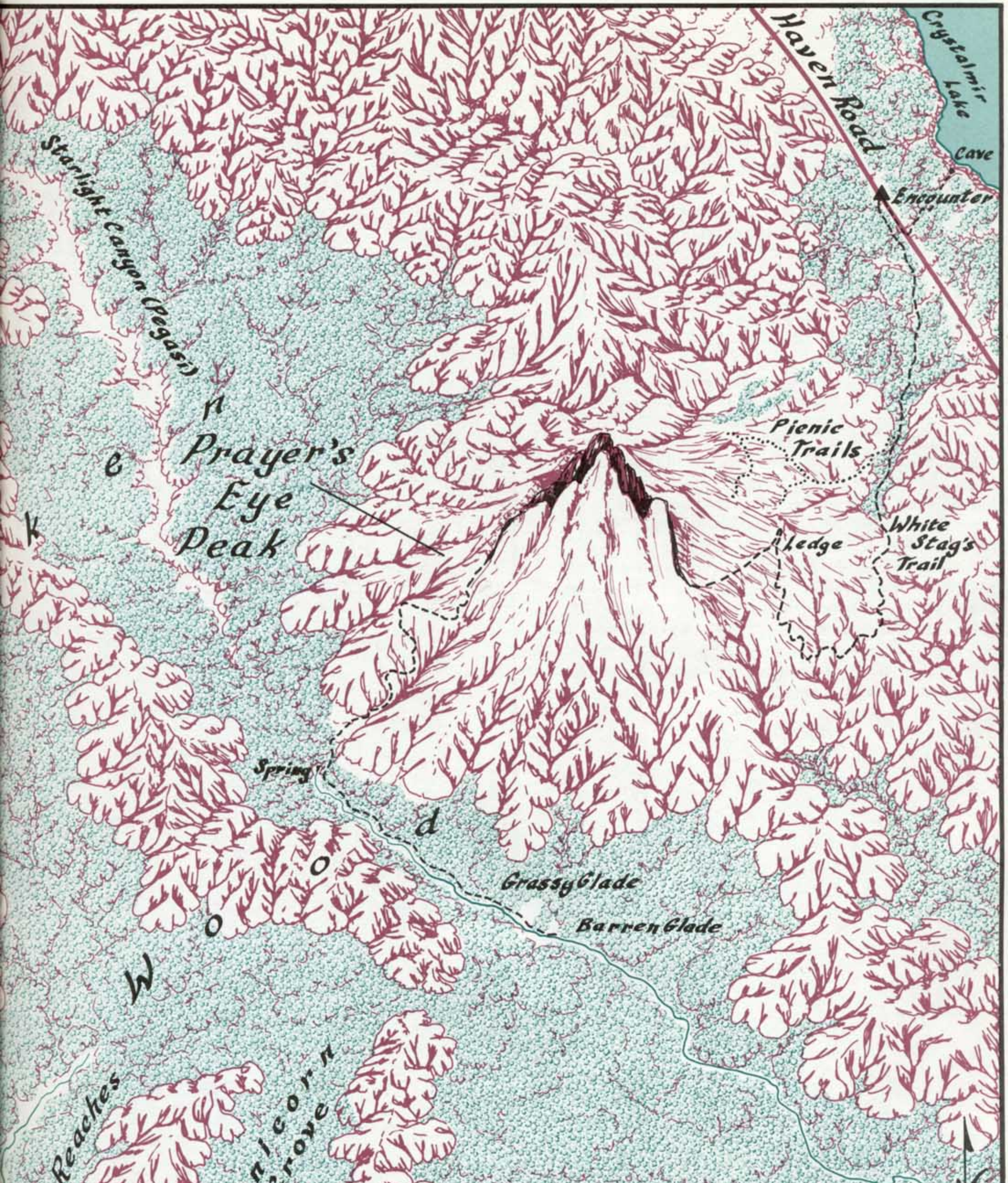
Aspen trees blanketed the land west and south of Prayer's Eye Peak, but their beauty was deceptive, for within their bounds were the haunted spirits which gave the forest its name: Darken Wood.[11] The spectres were not the only inhabitants of Darken Wood, but the others were less dread: dryads, centaurs, pegasi, and the Forestmaster, a unicorn.[12]

Few physical details exist about Darken Wood. It stretched through all the land between Haven and Solace Vale, from the White-rage Cut north to Haven Road. Its trees were interspersed with mountain ridges.[13] In the north (near the Twin Peaks which guarded Haven Road through Shadow Canyon) was Starlight Canyon, home of the pegasi. In the center were the Dryad Forests, and stretching south to Haven were the Centaur Reaches. Just north of the Dryad Forests was Unicorn Grove, home of the Forestmaster.[14]

The company entered Darken Wood, still following the white stag.[15] After crossing a verge of tall grass, they followed a path among the trees. Not far into the wood a bubbling, spring-fed stream appeared, and the path ran along its banks. After walking the path for about two hours, they came to a grassy glade where they rested.[16] It was here that they were found by the spectre guards of the wood and forced to continue a short distance to another glade, this one barren and wasted.[17] From here they were carried by centaurs, leaving the visible trail and plunging through the woods to yet another glade.[18] They stood in the midst of Unicorn Grove—the heart of the forest—and on a high, rocky ledge nearby they saw the Forestmaster.[19]



Prayer's Eye Peak and Darken Wood

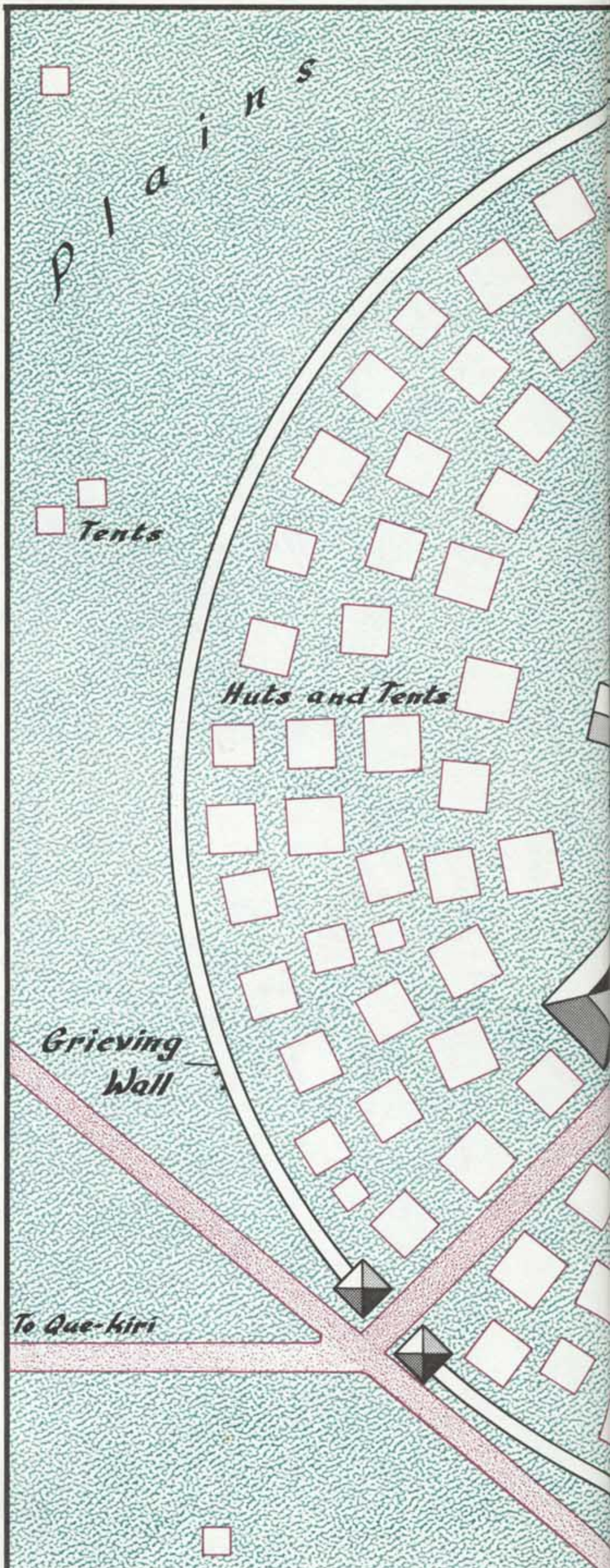

Haven Road
Crystalmir Lake
Cave
Encounter
Starlight Canyon (Pegasi)
Prayer's Eye Peak
Picnic Trails
Ledge
White Stag's Trail
Spring
Grassy Glade
Barren Glade
W o o d
e
k
n
Centaur Reaches
Unicorn Grove
Dryad Forests
Forestmaster's Ledge
MILES
0
1
2
3
N

Que-shu

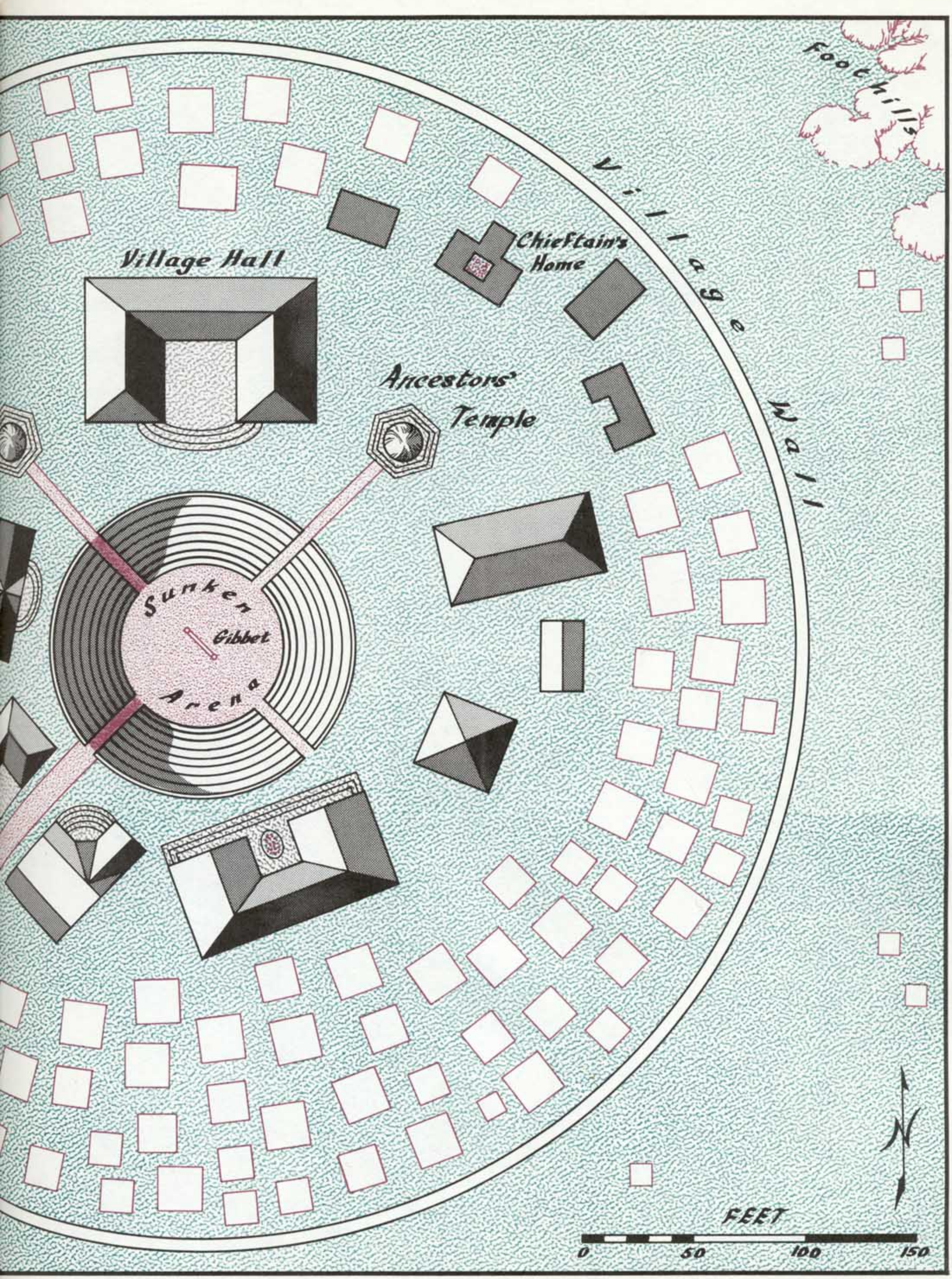
At the eastern edge of the central plains of Abanasinia, just below the foothills of the Eastwall Mountains, lay the barbarian village of Que-shu.[1] Here Goldmoon was Chieftain's Daughter and Riverwind her love. Their love brought devastation to the village but hope to the world of Krynn. In fulfillment of the chieftain's quest Riverwind returned to Que-shu with the Blue Crystal Staff, but instead of being granted Goldmoon's hand he was bound and taken to the Grieving Wall to be stoned.[2]

Other than this tale, all that is known of the village is what was seen by the company when they reached the dragon-desecrated remains. With an entire range of mountains at hand, the village's major structures were of stone. Tanis noted: "The great stone walls, the huge stone temples and edifices, the spacious arena."[3] Before the destruction the temples were used for ancestor worship,[4] the spacious buildings and arena for commerce, government, and gatherings, as in any well-organized community. Doubtless, the title "barbarian" was given more from differences in custom than from any cultural lack on the part of the Plainsmen. Nevertheless, the homes of Que-shu's 200 to 300 people were indeed simple huts and tents.[5] Many of the Plainsmen were hunters and herders and needed little more.[6]

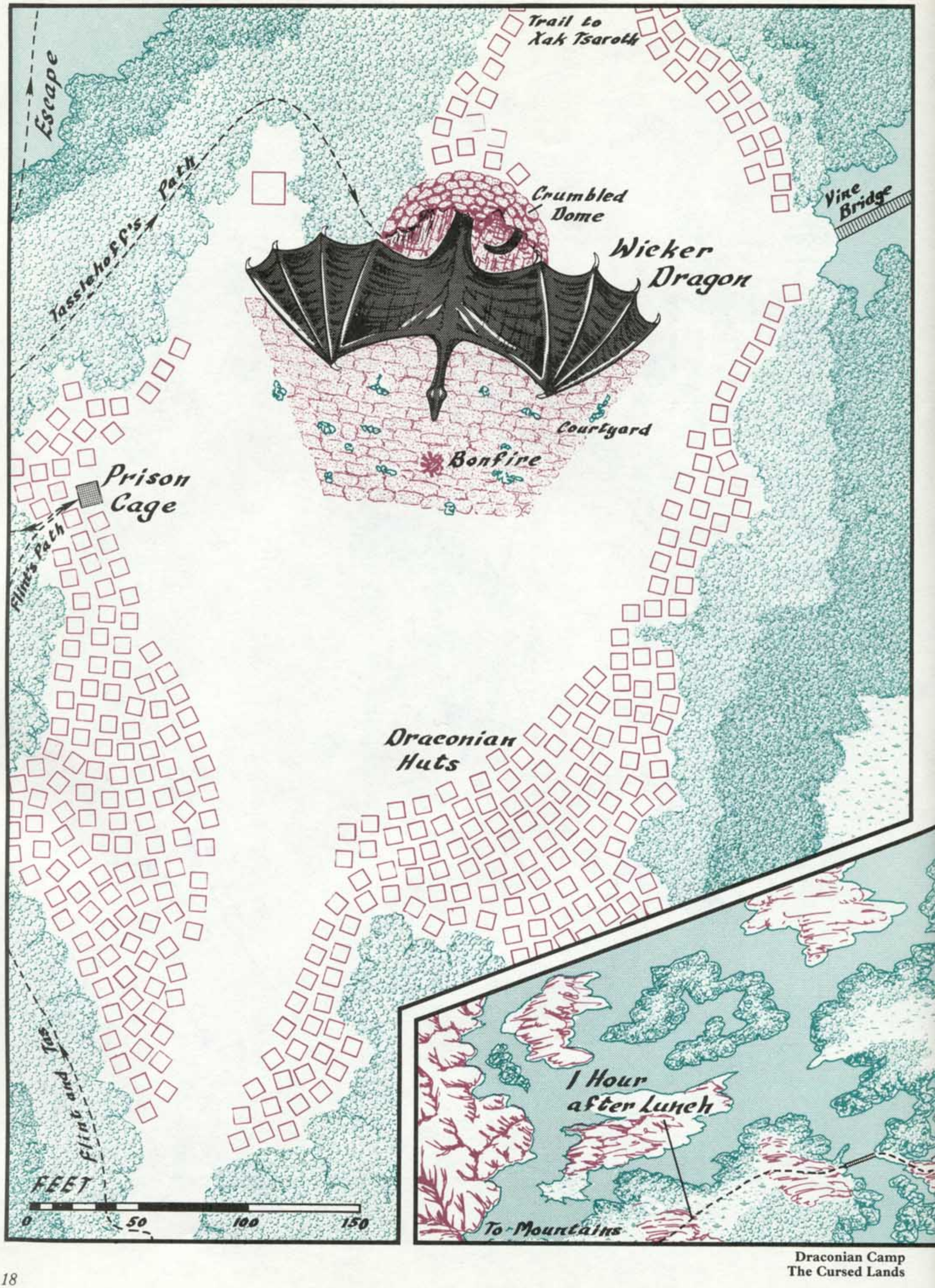
Even the stone structures could not withstand dragonfire. Tanis's overwhelming memory after viewing the destruction of well-constructed buildings was of "melted stones."[7] At the sunken, bowl-shaped arena the stones even formed molten ripples, and the grass in the midst was blackened. In the center stood a gibbet; ten feet above the ground two posts supported a crosspiece with three iron chains, a hobgoblin dangling from each—Verminaard's warning.[8]



Que-shu



Foothills
Village Wall
Chieftain's Home
Village Hall
Ancestors' Temple
Sunken Arena
Gibbet
FEET
0
50
100
150
N



Draconian Camp
The Cursed Lands

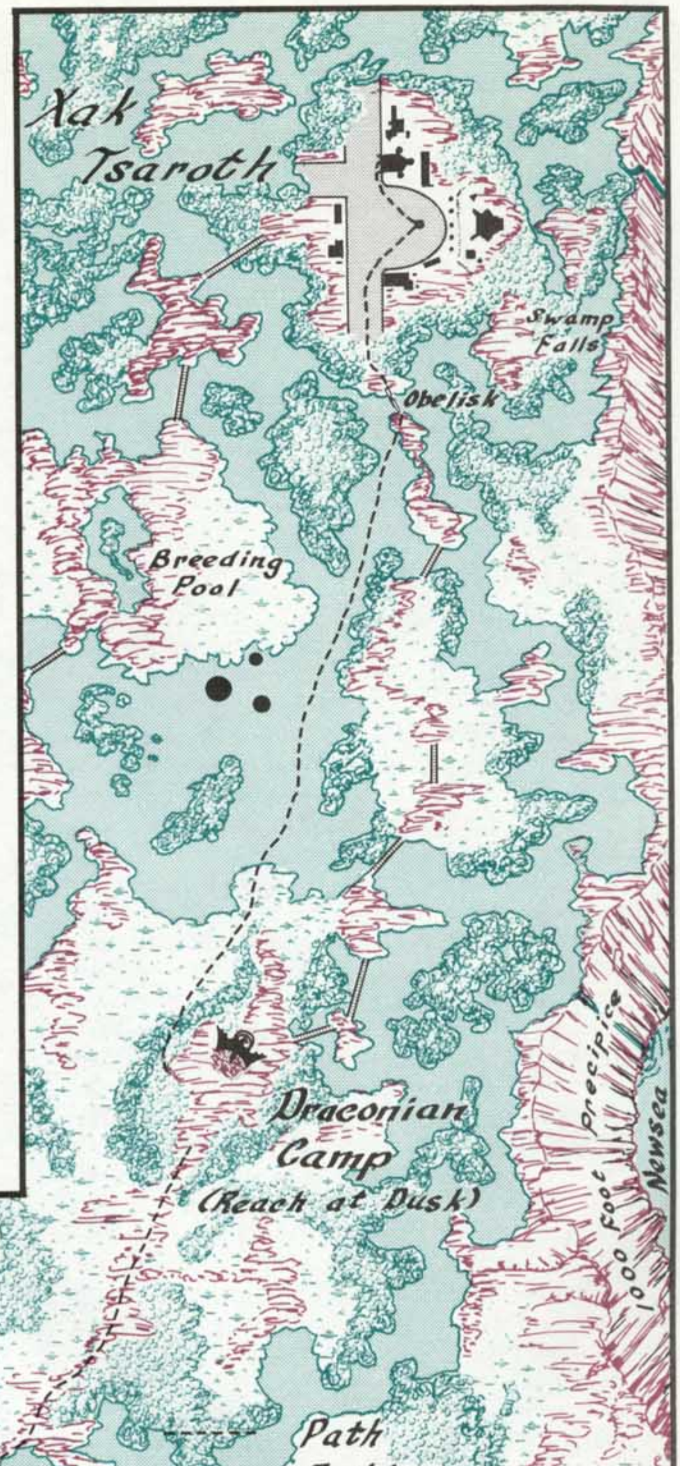
The Cursed Lands

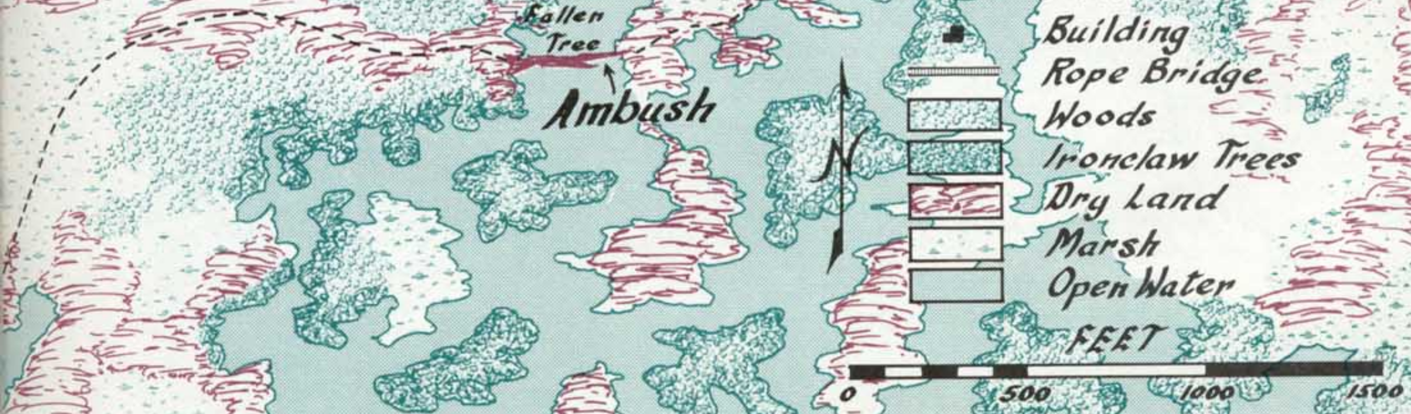
From near Que-shu the remnants of Sageway East allowed the companions to journey through the Eastwall "Forbidden" Mountains with relative speed.[1] They traveled far into the night and completely passed through the mountains. Upon arising at dawn the next morning and hiking "only a few miles," they were "dumped into a swamp"—the Cursed Lands of Newsea.[2]

The distances within the swamp were best estimated using the times traveled between notable locations.[3] During the morning the companions encountered frequent vine bridges and slimy waters that had to be forded.[4] By midday the heroes reached relatively drier lands, and during the hour after lunch they thought they had left the swamp. Instead, they found themselves wading through muck again for at least another couple of hours to a stretch of water too wide for any vine bridge, spanned by a huge, fallen ironclaw tree.[5] After the ambush there the draconians took "an old and well-used trail." At dusk, about a half hour later, they reached a draconian camp.[7]

The draconian camp housed hundreds of the creatures in bamboo huts.[8] The land showed crumbling remains around a broken flagstone plaza.[9] Near a bonfire at the north end of the clearing was a black wicker dragon in the "remaining half-shell of a crumbled dome."[10] The companions were in a bamboo cage near the woods that surrounded the camp.[11] These woods provided good cover yet were more open than the twisted ironclaws, allowing Flint to pass from the southern trail to near the cage and the companions to flee unseen.[13]

The companions continued north from the camp, but they were forced to wade again, though this time for almost an hour through icy water, until they reached a fallen obelisk.[13] The obelisk bridged the last gap to firmer ground and paved areas of the ruins of Xak Tsaroth.[14]





Xak Tsaroth

Perched near a 1,000-foot cliff that plunged to Newsea in the midst of the Cursed Lands were the ruins of the once ancient and beautiful city of Xak Tsaroth.[1] Prior to the Cataclysm, 300 years before the War of the Lance, the city had been inland, a major trading center of such importance that even the far eastern city of Istar purchased products from its huge open-air markets.[2] With the fall of the fiery mountain on Istar, the faulting in Ansalon passed just east of Xak Tsaroth and the city "slid down the face of a cliff into a vast cavern formed by the huge rents in the ground."[3] The gully dwarves that moved into the ruined city soon after its fall aptly called it "The Pitt."[4]

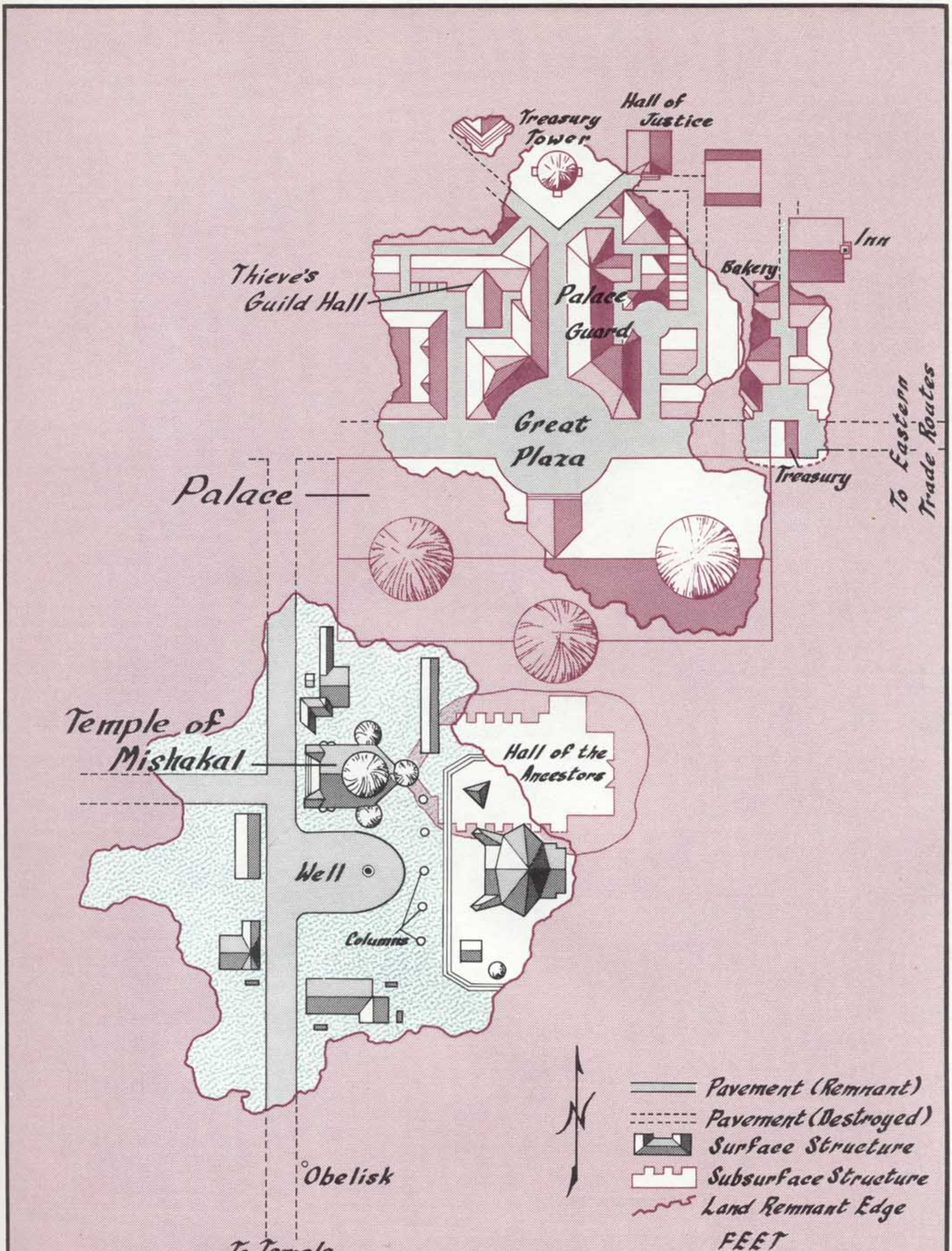
The ruined Temple of Baaz seen in the draconian camp, the Tower of Truth, and other remnants of the once magnificent architecture apparently lay outside the main center of Xak Tsaroth.[5] The obelisk marked "Xak Tsaroth" should originally have been placed at the edge of the city, yet it lay near a large courtyard with buildings of sufficient importance to have stood near the heart. Even the "Great Plaza" was smaller.[6] Perhaps the obelisk once stood at the edge of the heart of Xak Tsaroth, well within the bounds of the inhabited area with lesser houses and huts. If so, these outlying structures could easily have extended to the Temple of Baaz and beyond (given the size of the ancient city); but being of less enduring construction they could easily have collapsed during the Cataclysm and subsequently been swallowed by the swamp waters.

In spite of the tremendous disruption, the sturdy major structures in the heart of the city retained their relative locations, merely dropping down several hundreds of feet. The evidence for this was the continuity of street patterns and building foundations, and Raistlin's ability to recognize several locations from his studies of pre-Cataclysmic Xak Tsaroth.[7] (This is often the case in areas which have undergone faulting; the original surface is broken apart, but sections remain virtually intact. Of course, the more violent the faulting action, the more likely it is that the buildings will be reduced to rubble, leaving only foundations.) The number of structures relatively whole in Xak Tsaroth—albeit with leaning walls and rents in floor and ceiling—attested to their sturdy construction. It also indicated that the collapse of the city may have been gradual.

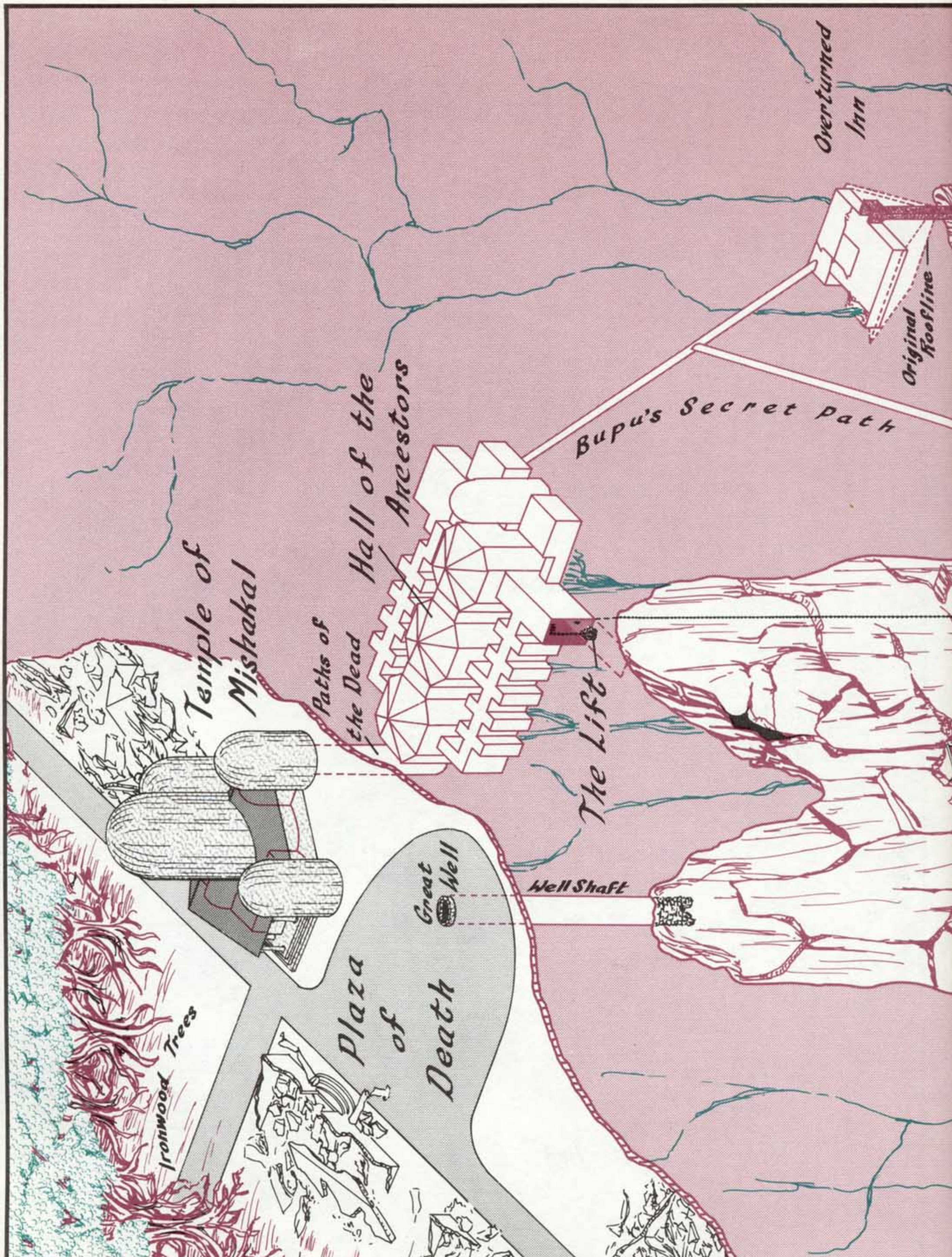
In addition to dropping vertically, the lower levels also apparently shifted laterally, for the well in the surface courtyard was centered over the Great Plaza 800 feet below.[8] Given the assumption that most of the city sections merely shifted down and laterally, the puzzle pieces could be reassembled to approximate their pre-Cataclysmic locations. The buildings surrounding the surface courtyard would have originally been positioned north and west of the Great Plaza, separated from it by the several buildings later occupied by the gully dwarves. In the north central portion the Hall of the Ancients (with its adjacent crypts and temple rooms) lay in its original location, staircase intact.[9] It was apparently below ground even prior to the city's collapse, for there were no windows at the time of the companions' arrival. The assorted rooms east and down from the Ancients' Hall were overturned as well as lowered. The middle level (south and down) included small businesses, easily available to the palace guardsmen.[10] Five hundred feet below, at the lowest level (west of the business and northeast of the Great Plaza), was the complex that once housed the palace guard. Immediately to its south was the palace, occupied at the time of the story by the black dragon Khisanth, who was guarding her priceless hoard, including the Disks of Mishakal.[11]

The depth of this section, 800 feet below the surface, still placed it above the level of Newsea. Further, another abyss at the northern edge of the level allowed the waters to drain into the sea.[12] Nevertheless, water seeped in from below, as well as falling from numerous waterfalls above. Between the two sources the ruins would soon have been inundated even without the collapse caused by the dragon's demise.[13] Given that gradual flooding, the sewers were amazingly passable. But they apparently had no direct opening to Newsea, and their sturdy construction had walled out much of the seepage, permitting the company to pass through to the dragon's lair.[14]

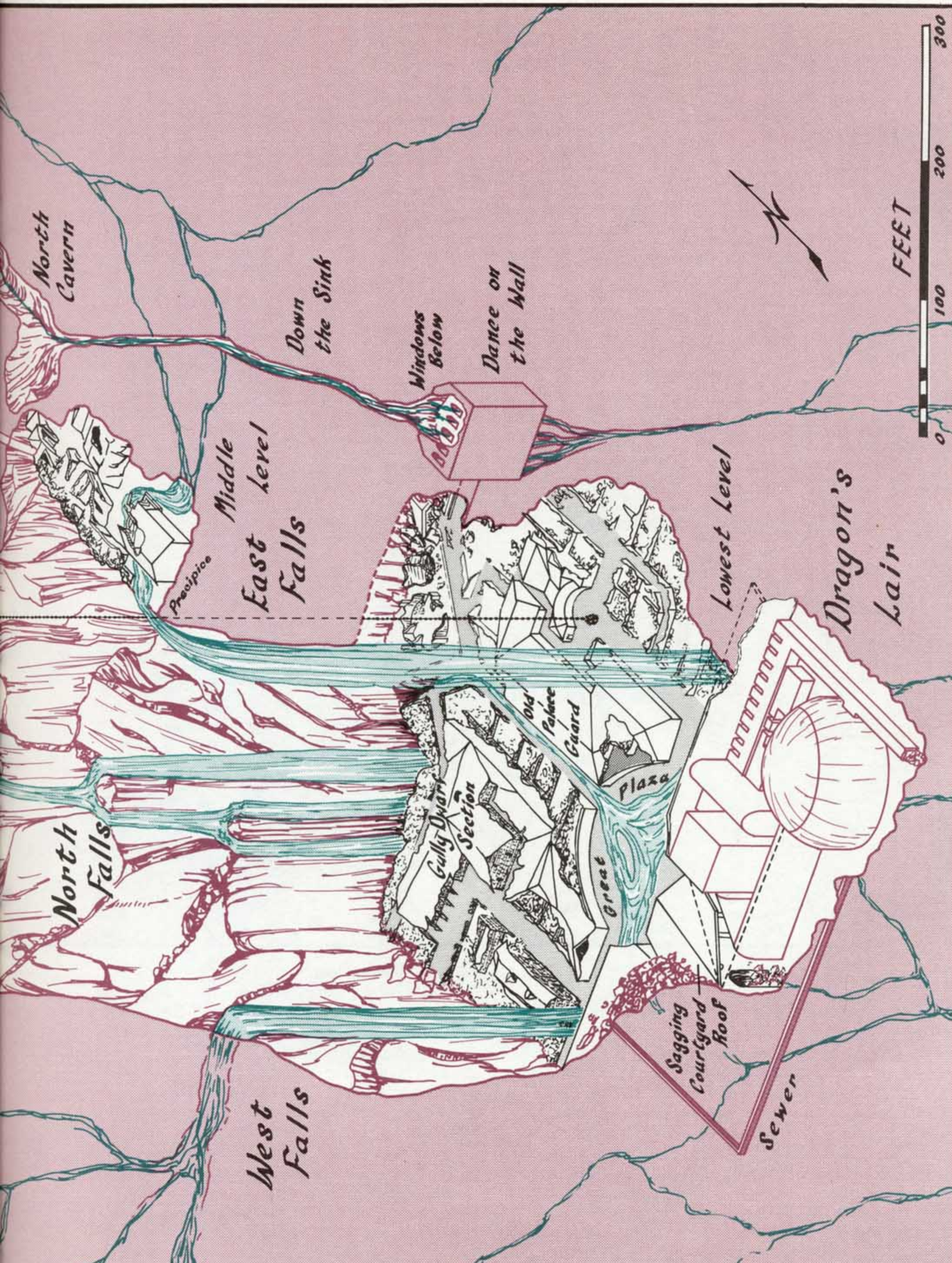
As they fled the collapsing city, the company knew that the only chance of escape was through the one new construction in Xak Tsaroth: the lift. Built by the gully dwarves, the massive chain- and pulley-drawn pots ascended and descended between the lowest level and the Hall of the Ancients.[15]



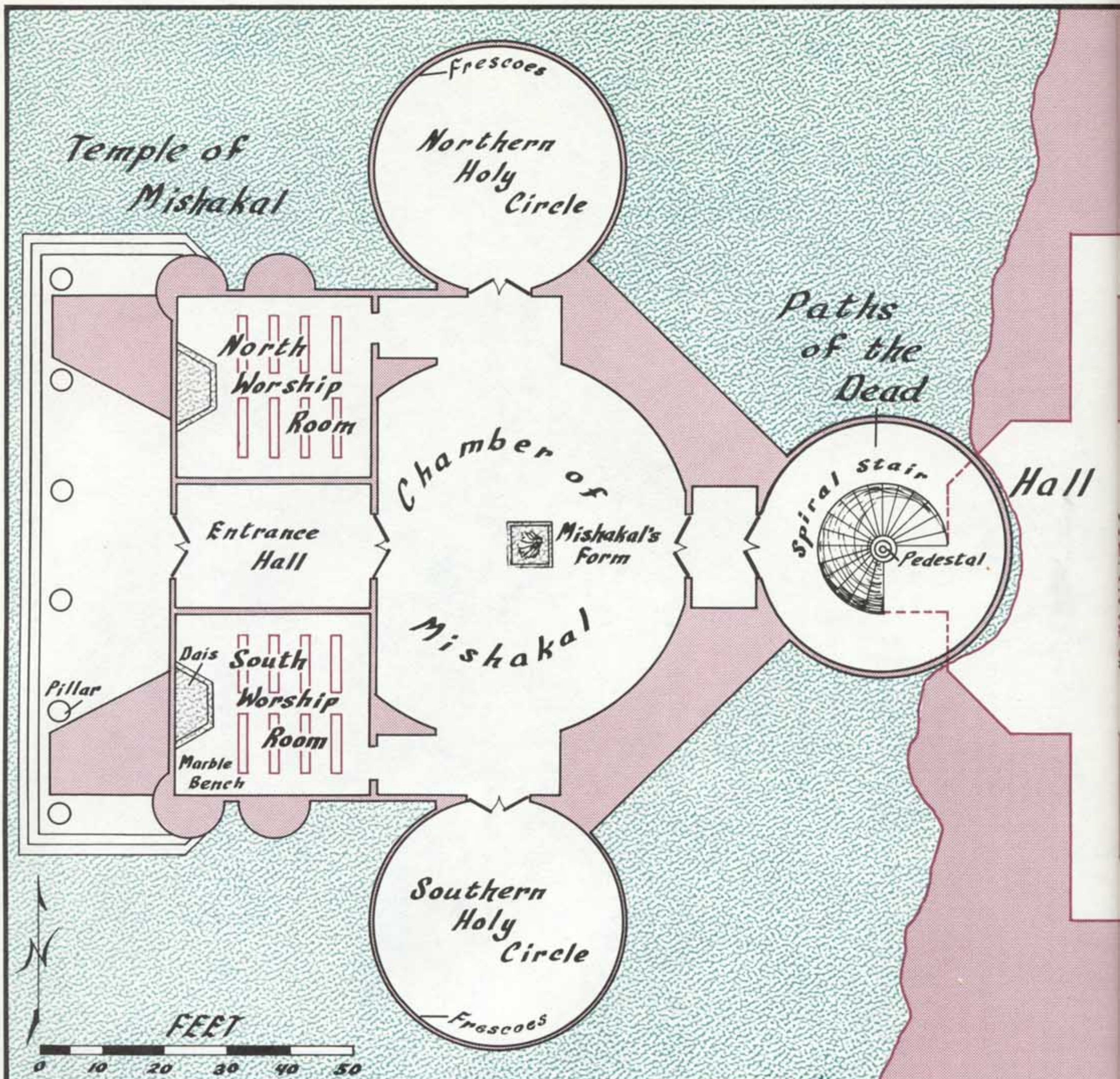
A Portion of Xak Tsaroth: Pre-Cataclysm



Overturned Inn
Original Roofline
Bupu's Secret Path
Hall of the Ancestors
Temple of Mishakal
Paths of the Dead
The Lift
Great Well
Well Shaft
Plaza of Death
Ironwood Trees



North Cavern
Down the Sink
Windows Below
Dance on the Wall
Middle Level
East Falls
Precipice
Lowest Level
Dragon's Lair
Old Palace Guard
Plaza
Gully Dwarf Section
Great
North Falls
West Falls
Sagging Courtyard Roof
Sewer
FEET
0
100
200
300

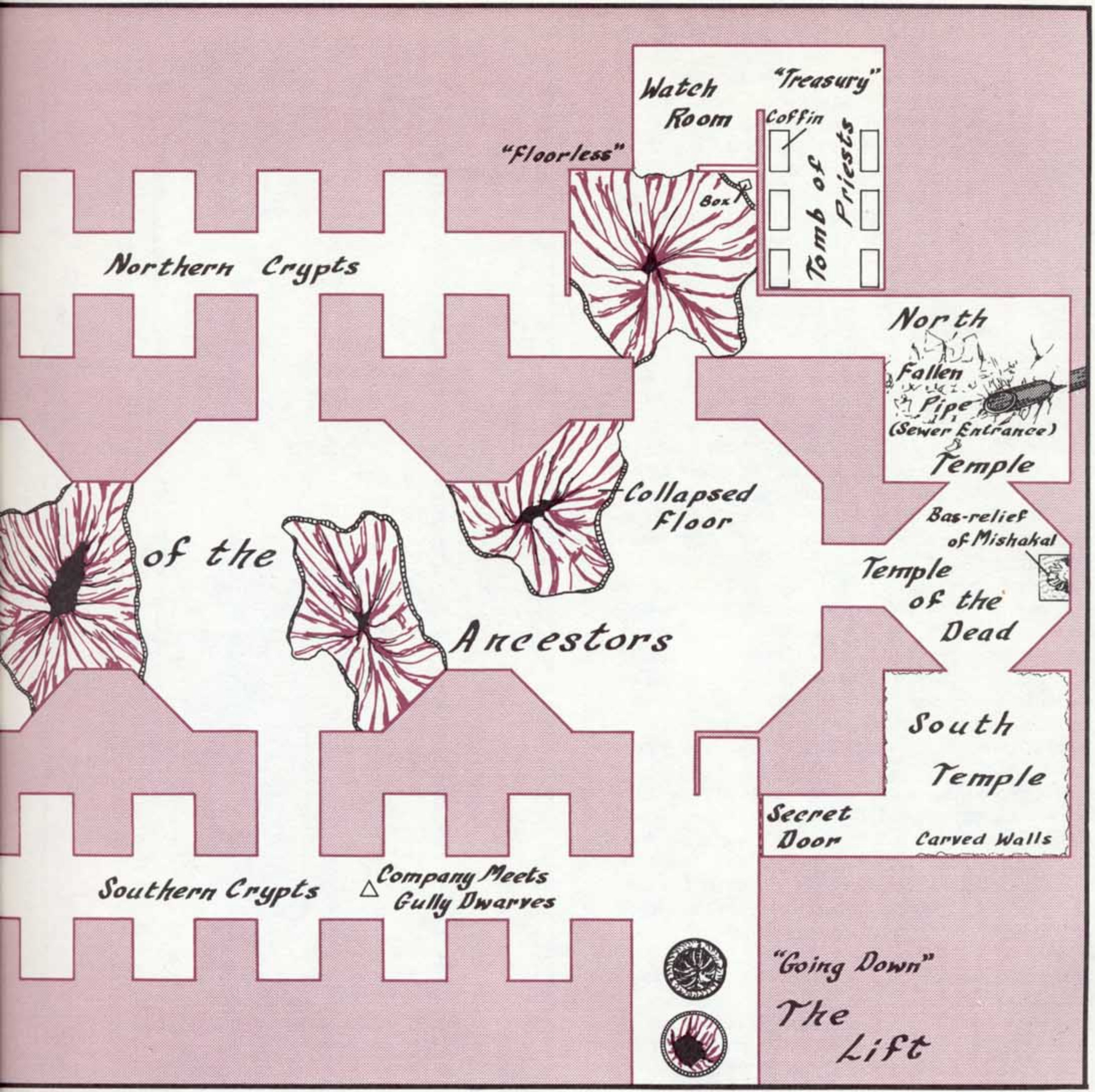


The Temple of Mishakal and the Hall of the Ancestors

On the north edge of the courtyard stood the only building that survived the Cataclysm intact: the Temple of Mishakal.[1] While the other companions investigated the well Goldmoon advanced to the temple, ascended the stairs, and entered it through the golden double doors. An arching hall 30 feet high led east to an identical second set of doors. Beyond was the central chamber. The chamber was circular, with a tremendously high dome. On each side of the entrance hall was a worship room, and branching north and south from the central domed chamber were lesser domes, soaring 60 feet: the Holy Circles.[2] Each of these was covered with fading frescoes—murals made by painting upon wet plaster.[3]

Despite the apparent vastness of these domed rooms, the temple was "not a large building."[4] It stretched 130 feet north to south, and 80 feet from the main entrance doors to the back of the central chamber.[5] The appearance of size was increased by the temple's emptiness. There was nothing in the central chamber other than the statue of Mishakal, although in each of the worship rooms moonlight revealed marble benches and a dais.[6]

East of the central chamber beyond two more sets of golden double doors was yet another dome, identical in size to the holy circles, but containing only a high, broken pedestal in the midst of a spiraling stair: the Paths of the Dead.[7] The stair descended to the Hall of the Ancestors. The walls of the vast hall undulated east from the Paths of the Dead in three roughly octagonal sections, each



crowned by a raised portion in the ceiling. Although the ceiling was intact, the floor had collapsed in several places.

At the northeast corner of the hall was the watch room, which protected the treasury in the Tomb of Priests. This was barred by a collapsed floor in a chamber of unknown use.

Beyond the east end of the hall were three private temples. Those on the north and south had 20-foot high flat ceilings, while the central one (the Temple of the Dead) was topped by a 60-foot dome, with a bas-relief of Mishakal gracing the eastern wall.[8]

North and South of the hall ran parallel passages lined with crypts. Several doors emptied into the crypt-lined passages from the hall, but of the three private temples, only the Temple of the Dead could be entered directly. Even that access became unreachable with the collapse of the floor.

From the Paths of the Dead the companions turned south, crossing the first section of the Hall of the Ancestors, and then they went east between the crypts.[9] Here they found the gully dwarves and befriended Bupu.[10] A side passage from the southern corridor immediately led to the lift and beyond to wherever the draconians normally went.[11] To avoid draconians, Bupu directed the company to a "secret door" (opened by a hidden floor lock) which entered the South Temple. Passing through the Temple of the Dead into the North Temple, she hurried them down a sewer pipe which had fallen through the ceiling into the floor.[12]

Descent to the Lower City

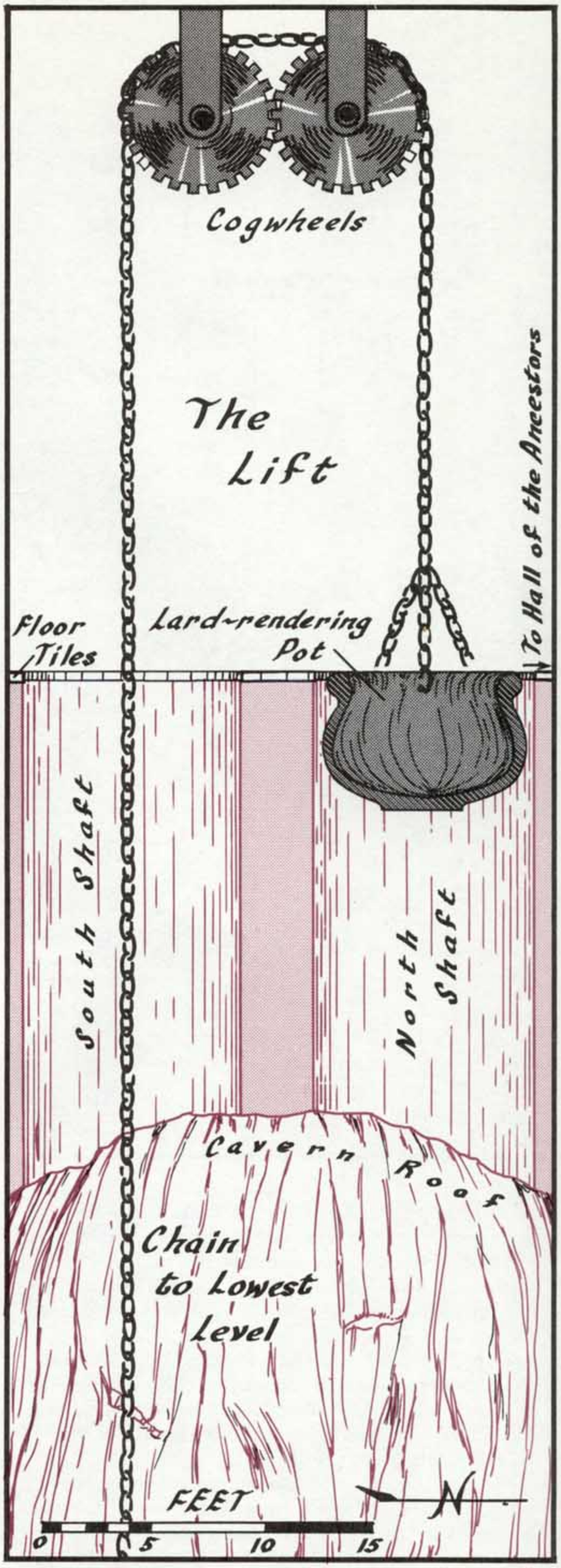
From the level of the Hall of the Ancestors there were two apparent paths: the lift and Bupu's secret path. The lift was a simple pulley mechanism similar to those used in dwarf mines, built by the gully dwarves shortly after their occupation of the city ruins.[1] Two giant, iron, lard-rendering pots hung from an immense chain. Each pot passed through a hole ten feet in diameter in the stone flooring, rising and descending to the lowest level of the city hundreds of feet below.[2] The mechanism's power came from simple gravity, with gully dwarves constantly in line to go up or down as necessary to counterbalance the draconian bosses. "The wheel turns and down they go, and pretty soon up comes another pot."[3]

From the northern hole the chain "runs around two large wheels, crosses the ceiling, and drops through the center of the southern hole."[4] The point where the chain links separated from the teeth of the cogwheels had to be high enough to allow convenient access to the pots, so the reference to the chain crossing the ceiling apparently means that the cogwheels were either suspended from the ceiling or that the wheels' axles had a very high floor-based mount.

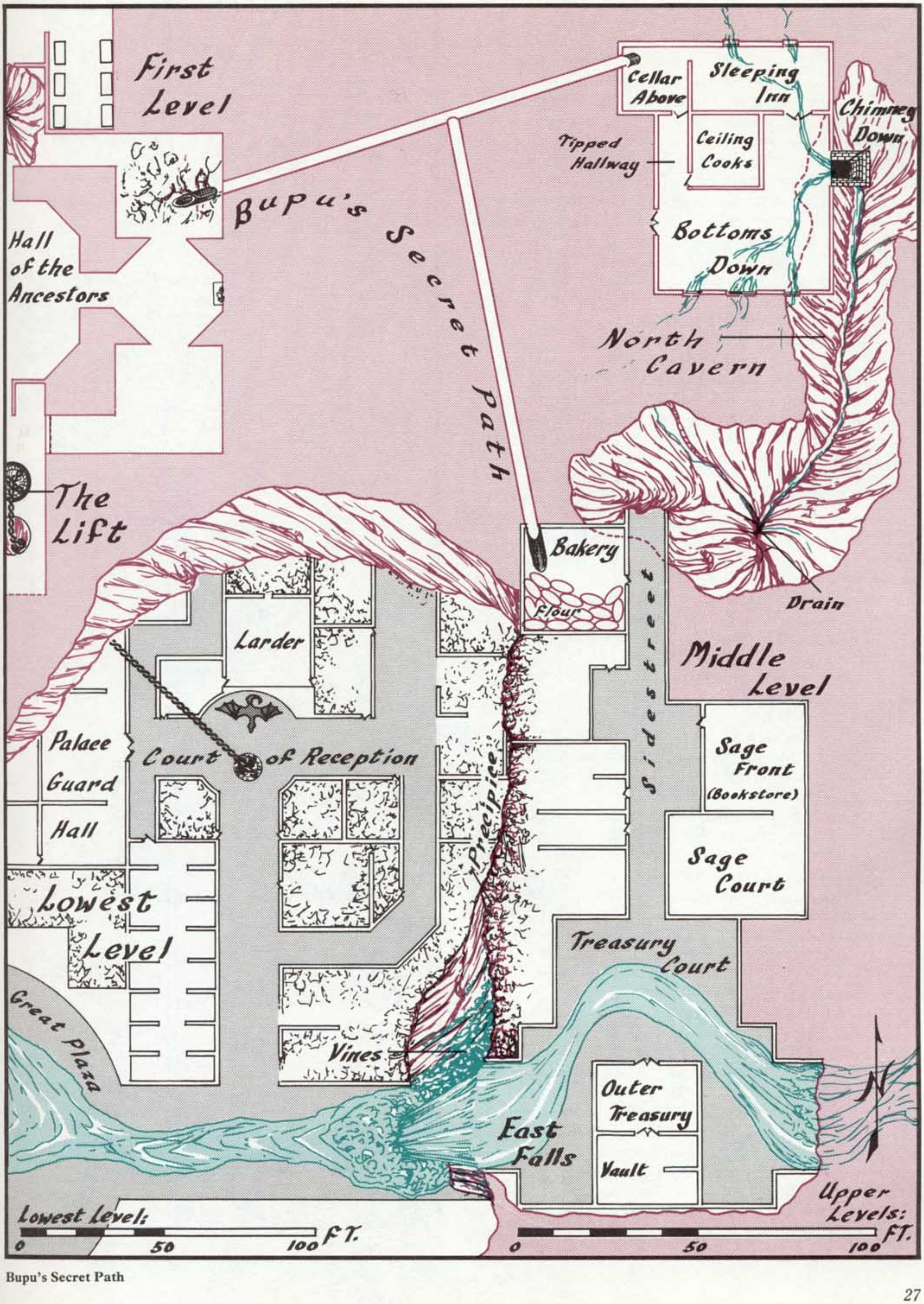
The lesser-known route to the lower city was Bupu's secret path. It led through the private temples at the east end of the Hall of the Ancestors, reaching the upper end of a fallen sewer pipe which slanted downward. The far end of this pipe reached an intermediate level of buildings—all overturned in the fall of the city—but the companions did not continue that far. Instead, Bupu led them through a more steeply slanting pipe which intersected from the side.[5]

The pipe ended in an ancient bakery—complete with flour[6]—at the northern end of what once must have been a business section. The buildings had not collapsed, but they leaned drunkenly against those opposite, forming a ragged archway over the street.[7] At the far end of the street, the waters draining from above through this level plunged like a waterfall over a precipice to the structures far below.

From the precipice the grandeur of fallen Xak Tsaroth was visible to the companions. There they could see to the lowest level 500 feet below. But the roof of the cavern soared 200 feet above the cliff, revealing the 700-foot chain of the lift and the broken base of the great well, through which a dragon could have ascended even to the outer courtyard 100 feet above the cavern.[8] Swamp waters had seeped into the broken rock surrounding the cavern and plunged in high falls on the west, north, and east sides of the cavern. The companions had to lower themselves to the base level using vines beside the east falls.[9]



The Lift



Bupu's Secret Path

The Lower City

The gathered waters separated the lower city into three sections before they poured into an abyss on the north: east, draconians; west, gully dwarves; and south, dragon.[1]

Next to the east end of the abyss were the foundations of the once great Treasury Tower. Diagonally south from the tower was an almost intact building. Originally the Palace Guard Hall, the building served a similar function for the draconians, with offices, cells, assembly and armory rooms, sleeping cubicles, and mess halls. In a second building immediately east was the larder. In the "Court of Reception" (a small courtyard in the midst of the palace guard section) the lift chain ended.[2] East of the courtyard was the rubble of buildings which may once have connected with those atop the precipice.

West of the palace guard section and north of the destroyed west wing of the palace was a maze of buildings occupied by the gully dwarves (the Aghar). The different clans were evidenced by the separate rooms mentioned: Slud, Glup, and Bulp.[3] The predominance of the Bulp clan was shown in the proportion of the main building allocated to it. Given the apparent numbers of the Aghar inhabiting Xak Tsaroth, only a fraction could have been living in this main section. They doubtless had crept into any available clearing.[4] It was to this section that Bupu led the companions, seeking the advice of the Highbulp.

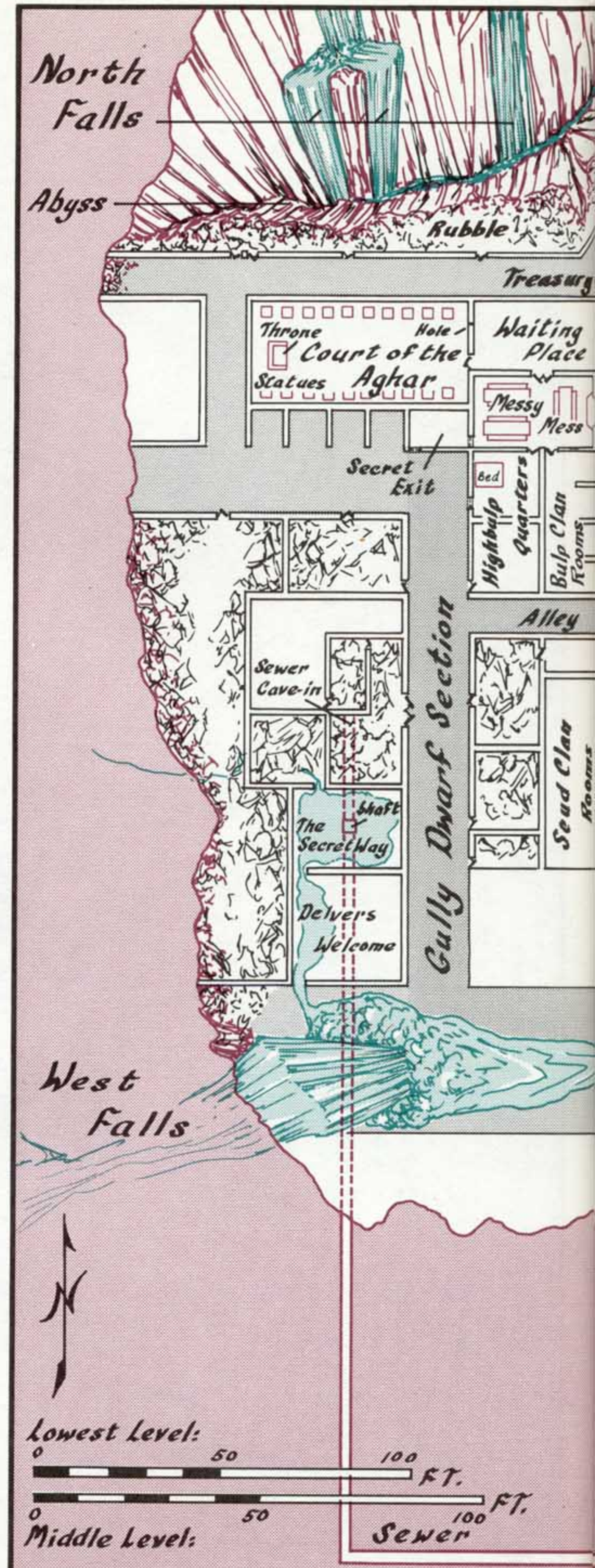
Despite its proximity to the palace, the gully dwarf section "must have been the poorer part of the city . . . even in its glory days."[5] The Highbulp's section apparently was part of a thieves' guild hall.[6] From the Great Plaza roadway Bupu headed north, then east through an alleyway. The alley turned north again, then east to a dead end. The brick wall, however, could be opened, admitting the group to a series of Bulp rooms.[7]

The last of these was the throne room of the Highbulp, the Court of the Aghar. Before and after speaking with the Highbulp the company was seated in an anteroom called The Waiting Place. Nearby was a Mess Hall, with the Highbulp's private quarters beyond.[8]

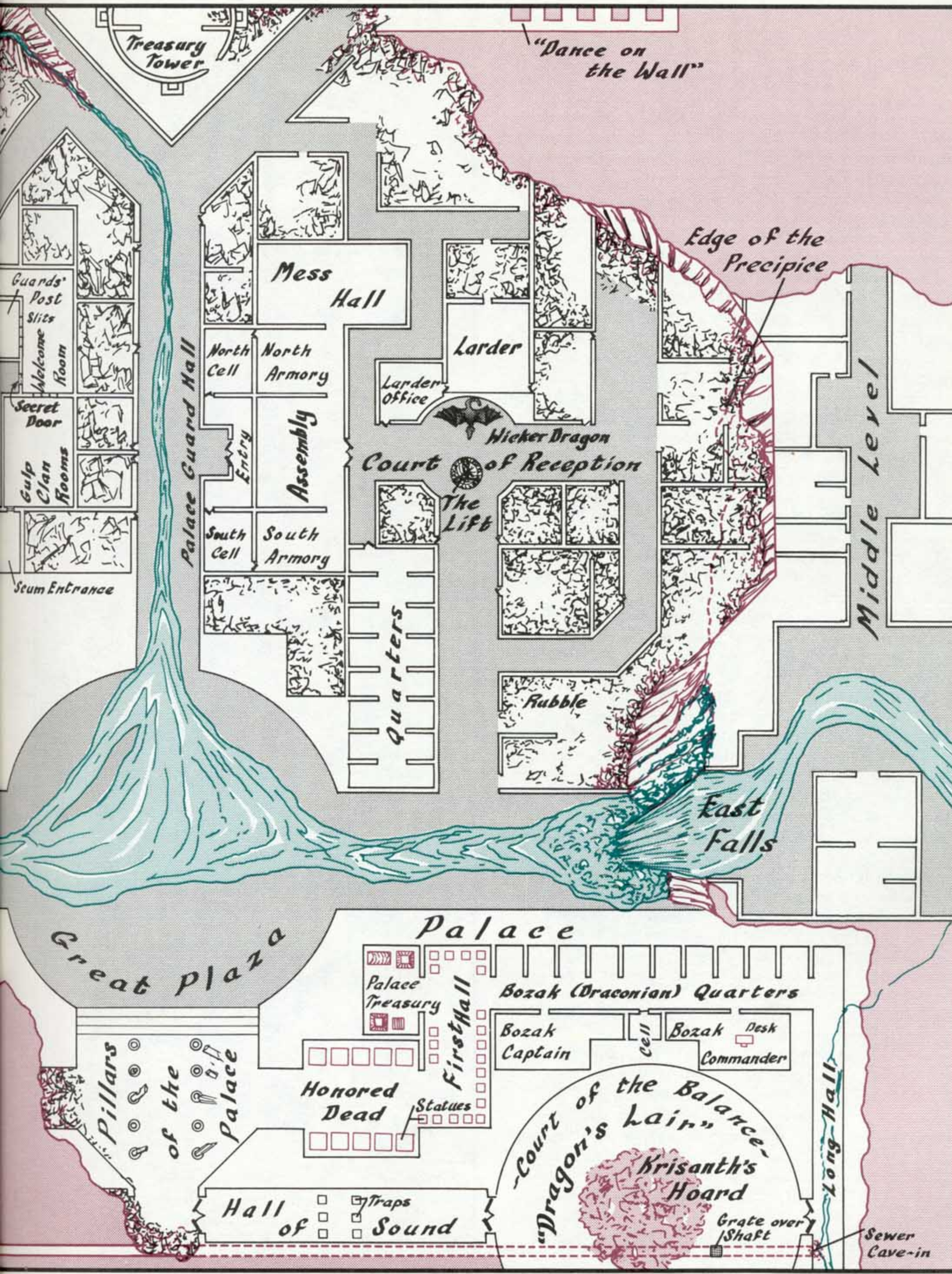
The Highbulp had forgotten how to interpret his map to the dragon's lair, but Raistlin realized that Bupu must have known the route.[9] The companions had already surmised that the dragon was laired in the palace, for they saw her there as they crossed the Great Plaza.[10] Bupu directed them almost back to the plaza roadway, then entered an empty room with a trap door which accessed the city's sewer system: the secret way. The sewer tunnel ran south, then east to a vertical shaft that was covered by a grate in the floor of the dragon's lair in the palace.[11]

The outside access to the palace, a raised courtyard with its roof and pillars damaged but still in place, stood immediately south of the Great Plaza. Two entrances were present: an open archway, and a set of double doors. The similarity of wall construction on each side of the courtyard and the unlikelihood of an offset entrance suggested that the palace may originally have filled the entire area south of the Great Plaza, extending west of the courtyard as well, but that portion was now lost.[12]

The remains of the ancient palace were comprised of two parts. The archway from the courtyard led through a hall to the guards' quarters and beyond. The second led into the Court of the Balance, now the dragon's lair.[13]



The Lower City



Treasury Tower
"Dance on the Wall"
Edge of the Precipice
Guards' Post
Slits
Welcome Room
Secret Door
Gulp Clan Rooms
Scum Entrance
Palace Guard Hall
Mess Hall
North Cell
North Armory
Entry
Assembly
South Cell
South Armory
Larder
Larder Office
Wicker Dragon
Court of Reception
The Lift
Quarters
Rubble
Middle Level
East Falls
Great Plaza
Palace
Palace Treasury
First Hall
Bozak (Draconian) Quarters
Bozak Captain
Cell
Bozak Commander
Desk
Honored Dead
Statues
Pillars of the Palace
-Court of the Balance-
"Dragon's Lair"
Krisanth's Hoard
Long Hall
Hall of Sound
Traps
Grate over Shaft
Sewer Cave-in

Qualinost

After the tragic Kinslayer Wars (almost 2,500 years before the War of the Lance) the western elves of Silvanesti found that they could no longer accept the rigidity of the eastern elves. Leaving Silvanesti, Kith-Kanan led his followers to a forested land granted by the Empire of Ergoth along the borders of Thorbardin. There the elves began construction of the city of Qualinost.[1]

Although the Tower of the Sun was built in remembrance of the Tower of the Stars in Silvanost, the rest of the city was unique.[2] The buildings of Qualinost were designed to "enhance nature, rather than concealing it."[3]

The city had excellent natural defenses. Two streams entrenched in deep ravines protected Qualinost from north, east, and west, while the rolling hills of the city rose to far higher peaks immediately south.[4] The 100-foot wide chasm of the streams were crossed by narrow footbridges which could easily be cut down.[5]

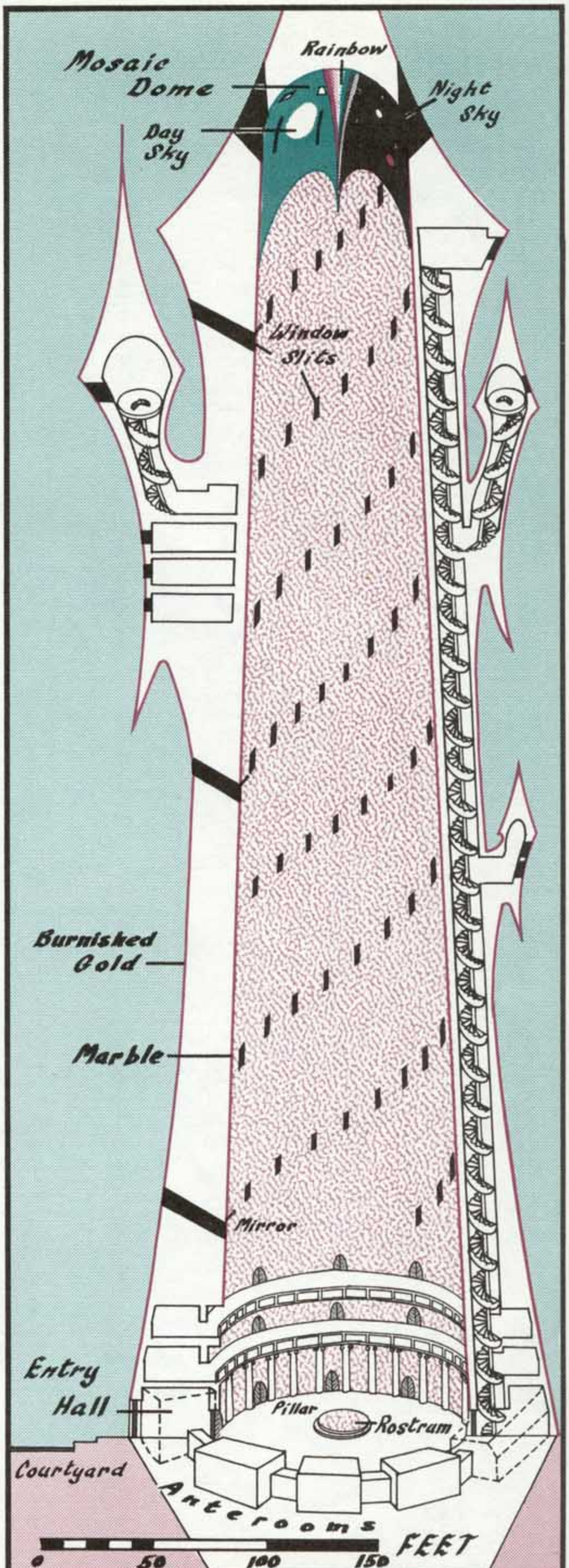
Instead of walls, four spires marked the corners of the city, each connected to the next by "graceful arches, swooping from spire to spire . . . strong enough to hold the weight of an army, yet . . . so delicate."[6]

The Tower of the Sun stood atop the highest hill in the city. From the courtyard on its southern side all Qualinost was visible twinkling below, and the mountains of Thorbardin could be seen in the distance.[7]

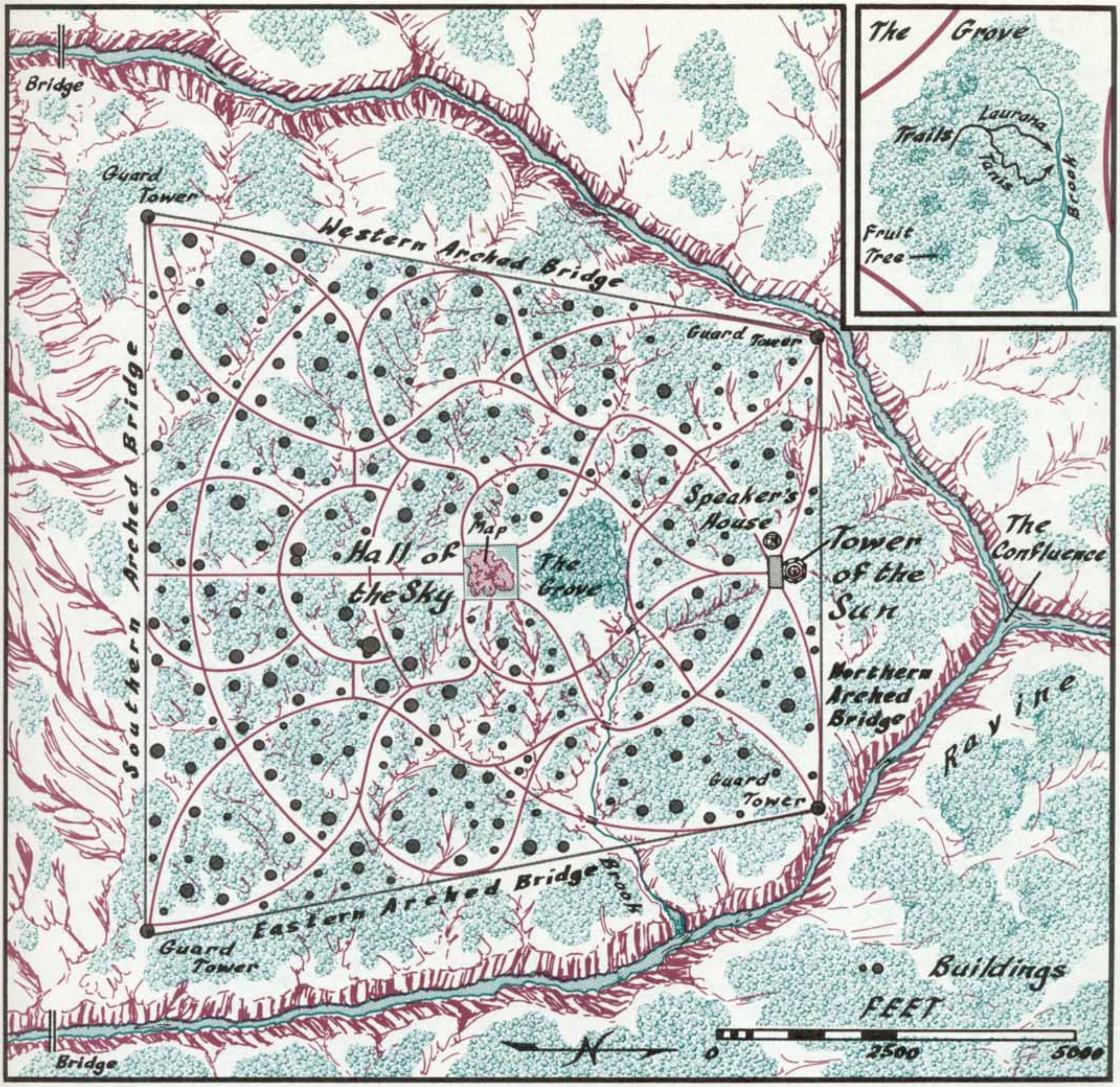
The Tower was constructed of burnished gold "throwing off sunlight in a whirling, sparkling pattern."[8] The usual entry hall and anterooms were situated at the outer edge of the Tower. Gilthanas led the companions to one of these, a small alcove. Passing from there through an arched doorway with gilded doors the company entered the main chamber.[9] They noted that the chamber was round, seeming far larger than the span of the ceiling covered with a mosaic of half of the day sky and sun and half of the night sky and moons, separated by a rainbow. Windows and mirrors spiraled up the walls of the chamber, catching the sunlight, directing the companions to the central rostrum. In spite of its tremendous height the chamber had no supporting beams or columns, but decorative pillars ringed the floor; Fizban leaned against one of these as there were no chairs.[10]

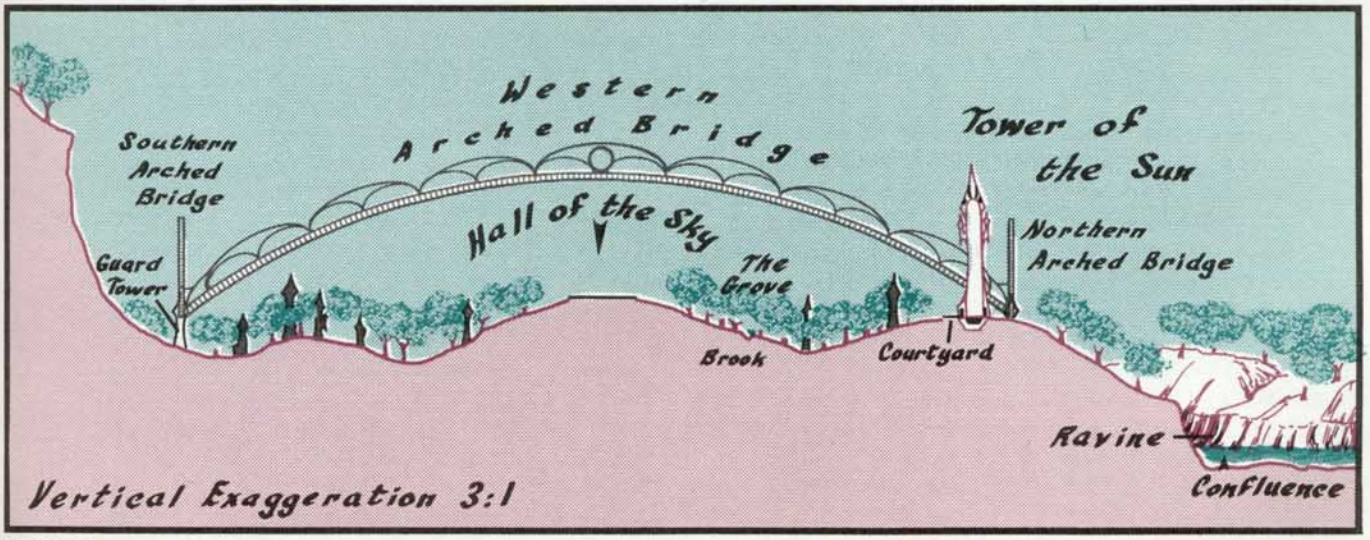
From the Tower of the Sun the companions were led by Laurana to an aspen grove in which they camped. The grove was on a hilltop in the heart of the city.[11] The grove was so dense that no sight or sound of the city was evident. Although most of the trees were aspen, apple, peach, and pear trees were also present.[12] Springs flowed to a brook which could be reached by wandering trails; it was by the brook that Tasslehoff watched Tanis as Laurana approached from a second trail to the left.[13]

At the very center of the city stood the Hall of the Sky. The hall was a huge open square which must have lain atop a hill—possibly even the same hill which held the aspen grove, given the central location. The square rose above the trees: "the giant dome of the heavens . . . arched above it."[14] Underfoot, the square was inlaid with a map of Qualinesti and the adjacent lands.[15] Using this map the Speaker of the Sun pointed out the evacuation route for the Qualinesti and asked the companions to protect their retreat by freeing the captives of Pax Tharkas to delay the dragonarmies.[16]



The Tower of the Sun





Qualinost
The Grove
North-South Cross-section of Qualinost

rooms were used to imprison women and guard them, but one room was used by gully dwarves. Near the center was a room with no direct access at that level: the lair of the dragon Ember (Pyros).[21]

The lair was 40 by 70 feet, but the area was so cramped for the dragon that it could barely turn around.[22] The lair had a hole cut in the ceiling of the tower high above it to allow flight.[23] Also, the room had been "expanded" for the dragon's use,[24] but this could have meant a vertical expansion into the lowest level of the tower. The most common use of a multistory room in a tower was as a gallery for general assembly. As such, this tower may originally have extended through all the upper levels, giving access to large numbers of listeners. The ledge from which Verminaard mounted Ember[25] may once have been the dais from which the fortress commander addressed troops.

A narrow stair led from the lowest level to the ground level, and it was at this level that the greatest difference from the West Tower was evident to the companions, for this was the command level. In the midst was Verminaard's Throne Room, complete with dais and throne. This huge room, rising completely through the level above, was the Hall of the Thanes under dwarf rule.[26]

Adjacent to the throne room were a suite of rooms chosen by Verminaard (and his more worthy predecessors) as personal quarters: waiting room, dining room, and bedroom/office.[27] One of the front (north-facing) rooms of the level served as a prison cell, but most provided food and drink for the draconian guard, as kitchen, dining room, and reception room, complete with fireplace.[28]

The back (south-facing) rooms housed the 180 captive children, with areas like a playroom, storeroom, food preparation room, sleeping room, and the Chamber of the Nursemaid. These children had an extremely unusual nursemaid, however: an ancient dragon. Some changes had been made in preparing this lair. After the dragon originally entered the chamber, an arched tunnel between the playroom and its lair was constructed—too small to allow her passage. One of the women commented, "She is as much a prisoner as we are."[29] This was fortunate for the company, for during their escape the dragon awakened and (if she could have) would have followed immediately as they departed the fortress through the huge double doors from the playroom onto the courtyard.[30]

The third level of the East Tower contained only three parts: the "Mechanism Room" (as Tasslehoff called the Chamber of the Chain), a gallery of paintings, and balconies along the upper edge of the Throne Room, and around the dragon's lair.[31] As Tasslehoff and Fizban reached the top of the chain from the Chain Room, they climbed over the gigantic cogwheel and along the chain into a tunnellike room. The upper edge of the chain was five feet above the floor of the seven-foot high hall.[32] The only exit from the chamber was through a secret door. The door entered a landing at the top of a stair, but Tas and Fizban instead pushed open the double doors which entered the gallery. The outer wall of the gallery was lined with paintings portraying the early history of Pax Tharkas, lit from above by high-slit windows.[33] Continuing his investigation, Tasslehoff discovered the columned balcony overlooking the dragon's lair.[34] Eventually Tas and Fizban were pursued by Ember, and as they retreated to the Chain Room the dragon melted the massive chain.[35]

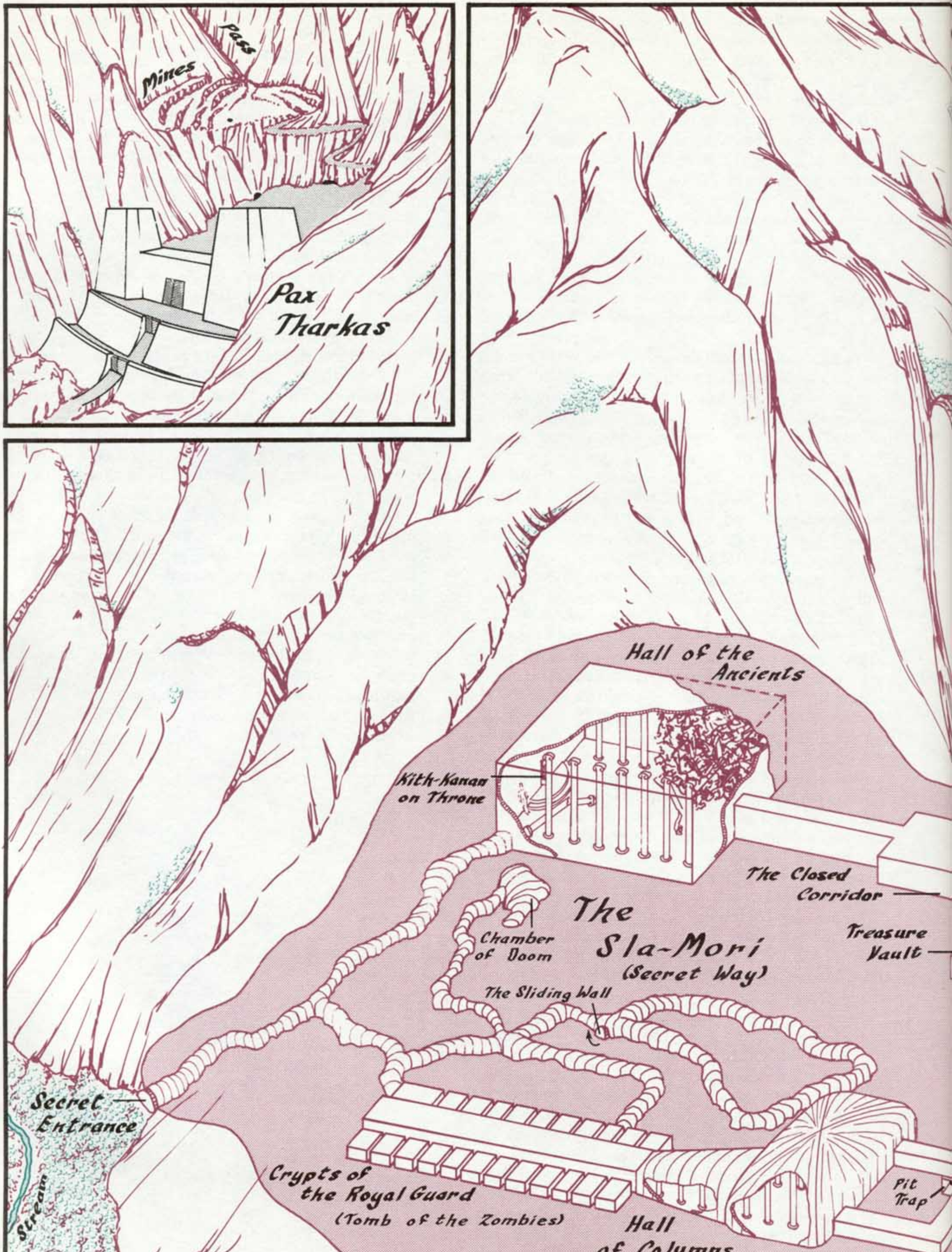
The Great Wall

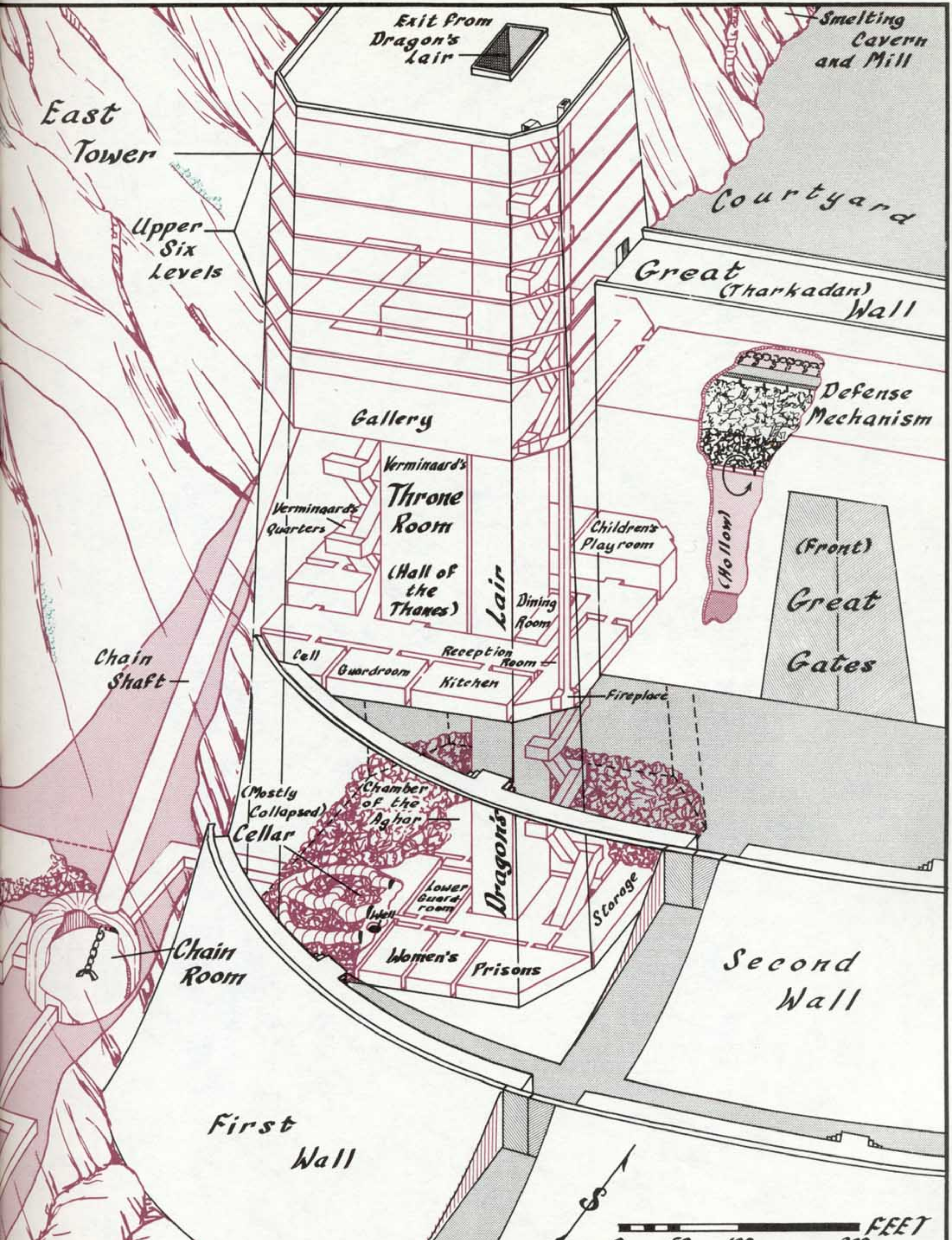
The Great (Tharkadan) Wall of the Gates was hollow.[36] This unique construction was a last line of defense against an enemy who was about to break the gates. Stored in the top section of the entire length of the wall were tons of boulders. The chain was routed from the Chamber of the Chain in the East Tower around two more cogwheels to lower the chain slightly as it passed through another long room at the top rear of the Great Wall. A stone walkway stretched across the length of the wall to where a screw-and-winch mechanism steadied the chain at the far west end. Slightly smaller chains connected to the huge chain and passed under the walkway, linking with a series of stone blocks beyond.[37]

How the chains released the boulders was not visible; but if the stone floor below the rubble were hinged along the chain (south) side, with the vertical blocks wedged above the floor, any lateral movement of the great chain would pull out the vertical blocks, allowing the floor to swing down, pouring the boulders through a widening gap above the outer gates, filling the floor of the hollow wall.

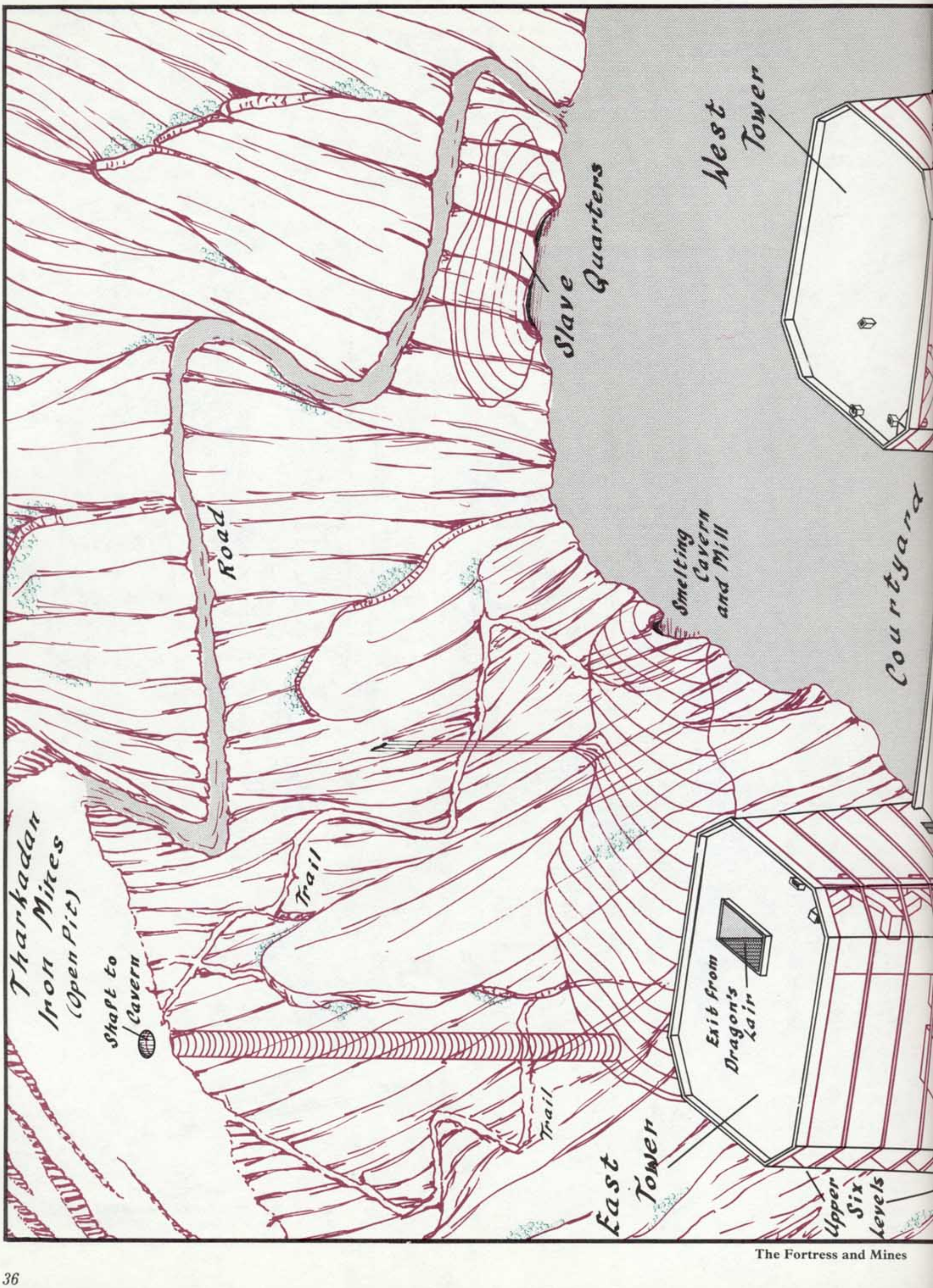
Once the wall was blocked, the gates could not be opened as the outer gates swung inward.[38] Thus strengthened, the gates could withstand any battering far longer—and the rubble was not accessible to the enemy for clearing. The inner set of gates had to swing into the courtyard, allowing the defenders to clear the wall whenever they desired.

With the gates blocked by Pyros's melting of the master chain, the dragonarmy was temporarily barred from returning from the north. The companions and prisoners were free to leave the great fortress Pax Tharkas, seeking a home farther south.[39]

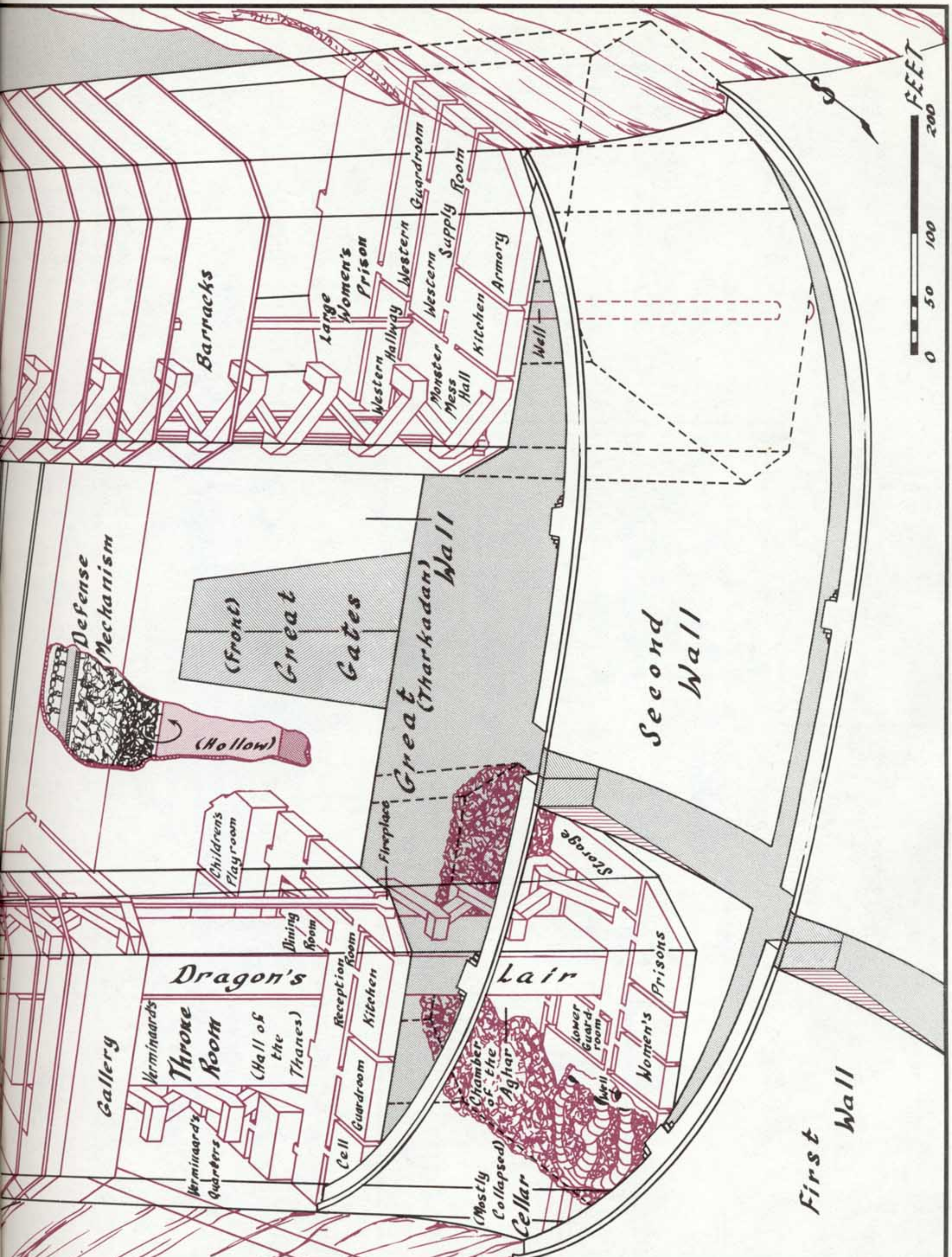

Pass
Mines
Pax Tharkas
Hall of the Ancients
Kith-Kanan on Throne
The Closed Corridor
The Sla-Mori (Secret Way)
Chamber of Doom
Treasure Vault
The Sliding Wall
Secret Entrance
Stream
Crypts of the Royal Guard
(Tomb of the Zombies)
Hall of Columns
Pit Trap

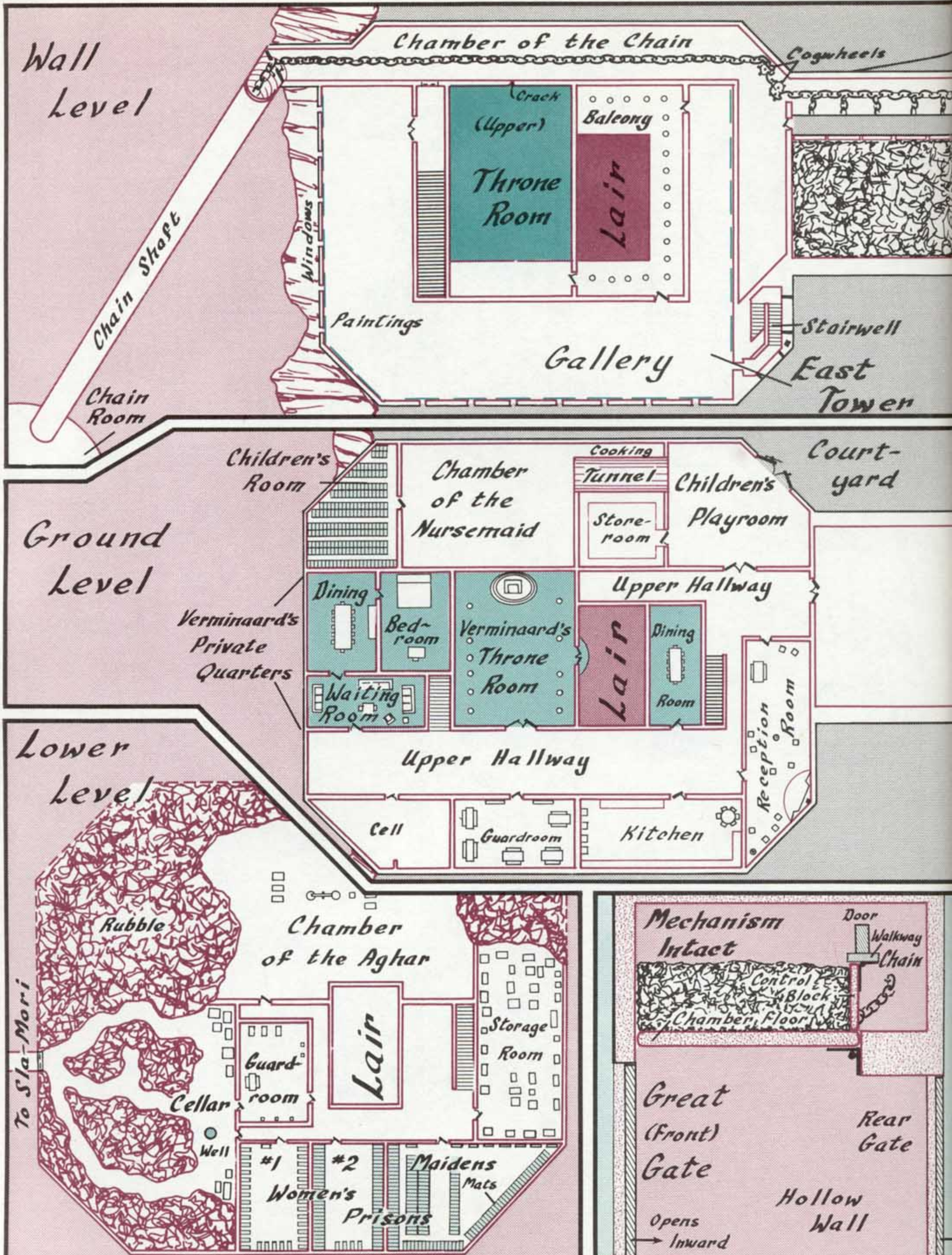


Fortress Overview



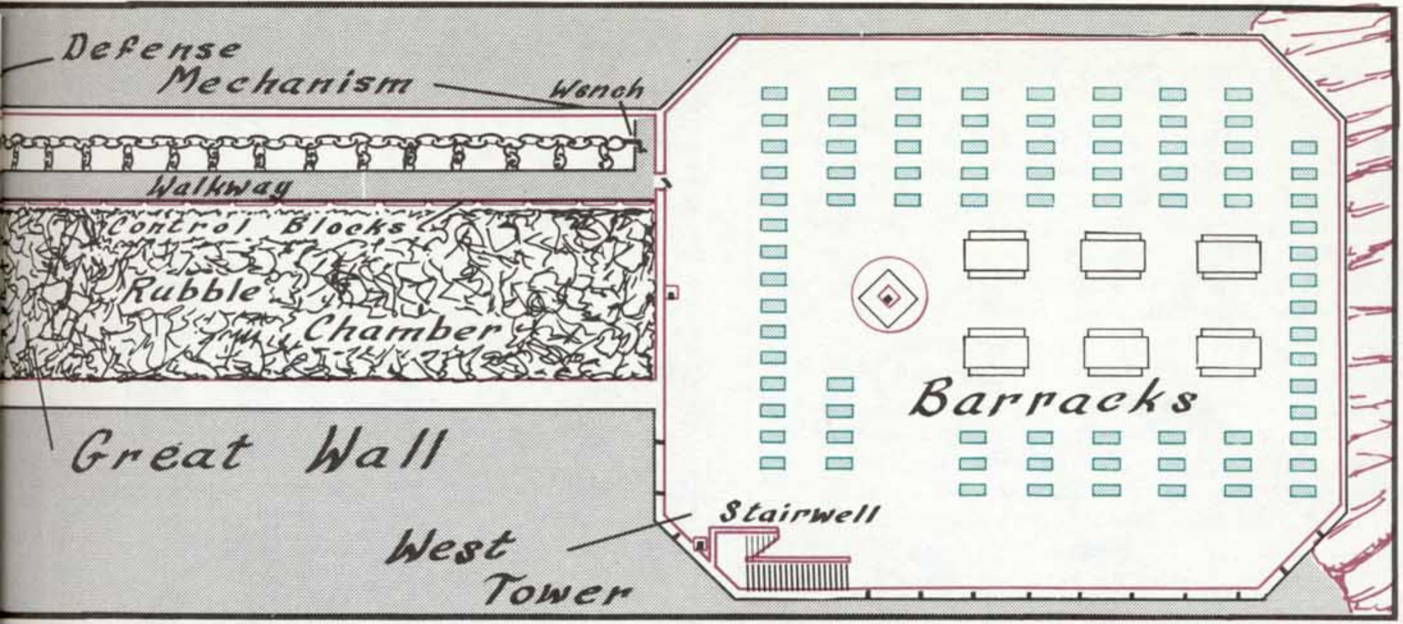
The Fortress and Mines

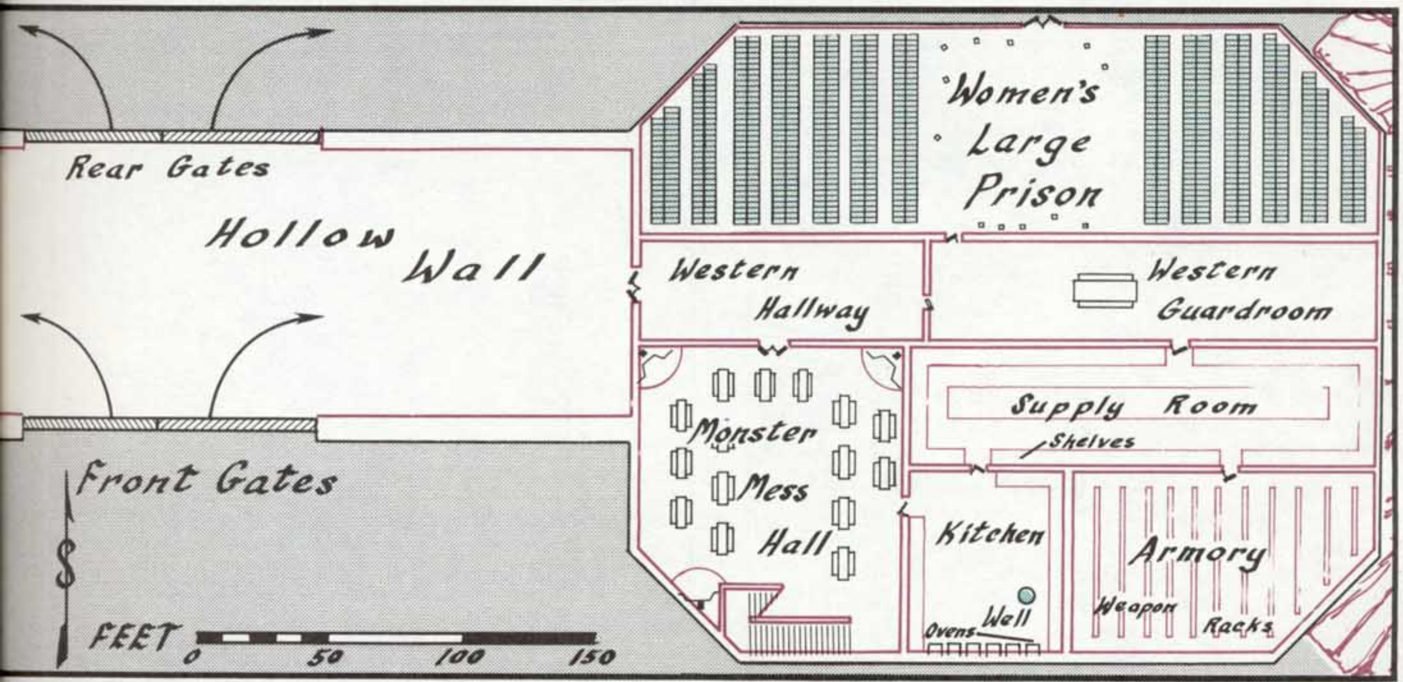

Barracks
Large Women's Prison
Western Hallway
Western Guardroom
Western Supply Room
Monster Mess Hall
Kitchen
Armory
Well
Defense Mechanism
(Front) Great Gates
Great (Tharkadan) Wall
(Hollow)
Second Wall
Children's Playroom
Fireplace
Storage
Dining Room
Reception Room
Dragon's Lair
Gallery
Verminaard's Throne Room (Hall of the Thanes)
Kitchen
Guardroom
Cell
Verminaard's Quarters
Lower Guardroom
Women's Prisons
Chamber of the Aghar
Well
(Mostly Collapsed) Cellar
First Wall
FEET
0 50 100 200

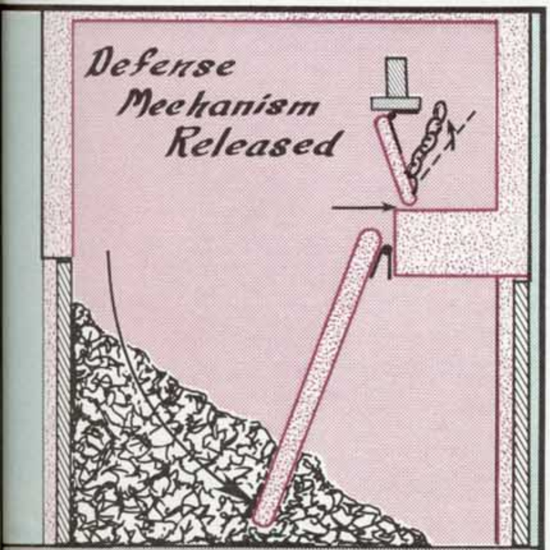


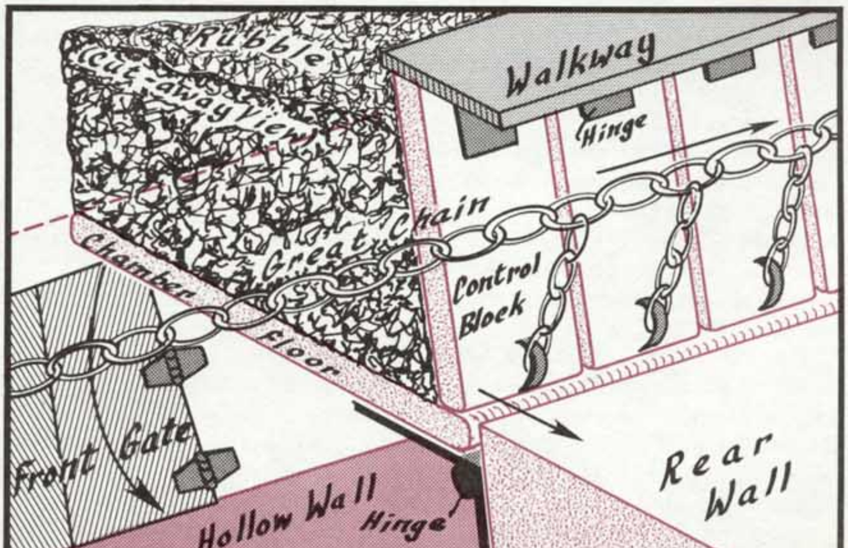
Wall Level
Ground Level
Lowest Level

Mechanism Intact









Mechanism Released
Defense Mechanism

The Tower of High Sorcery—Wayreth

Just prior to the Cataclysm all but one of the five Towers of High Sorcery were abandoned: the Tower of Wayreth.[1] Although the Forest of Wayreth could "be found only by those invited to seek it,"[2] it lay near the southern border of Qualinesti. Still no two maps agreed on its exact location.[3]

The Tower of Wayreth was enclosed in a wall-shaped equilateral triangle, with a tower at each point of the triangle. The top of the wall had no battlements, for the towers were protected by magic.[4] The gates were made of silver and gold and seemed as "thin as a cobweb."[5] Their delicacy contrasted sharply with the immense walls and towers made of highly polished black obsidian, magically raised from "the bones of the earth."[6]

Behind a foretower the main towers appeared as "a huge taloned claw."[7] The foretower held a small chamber where Par-Salian greeted the twins when Raistlin came for his initial testing.[8]

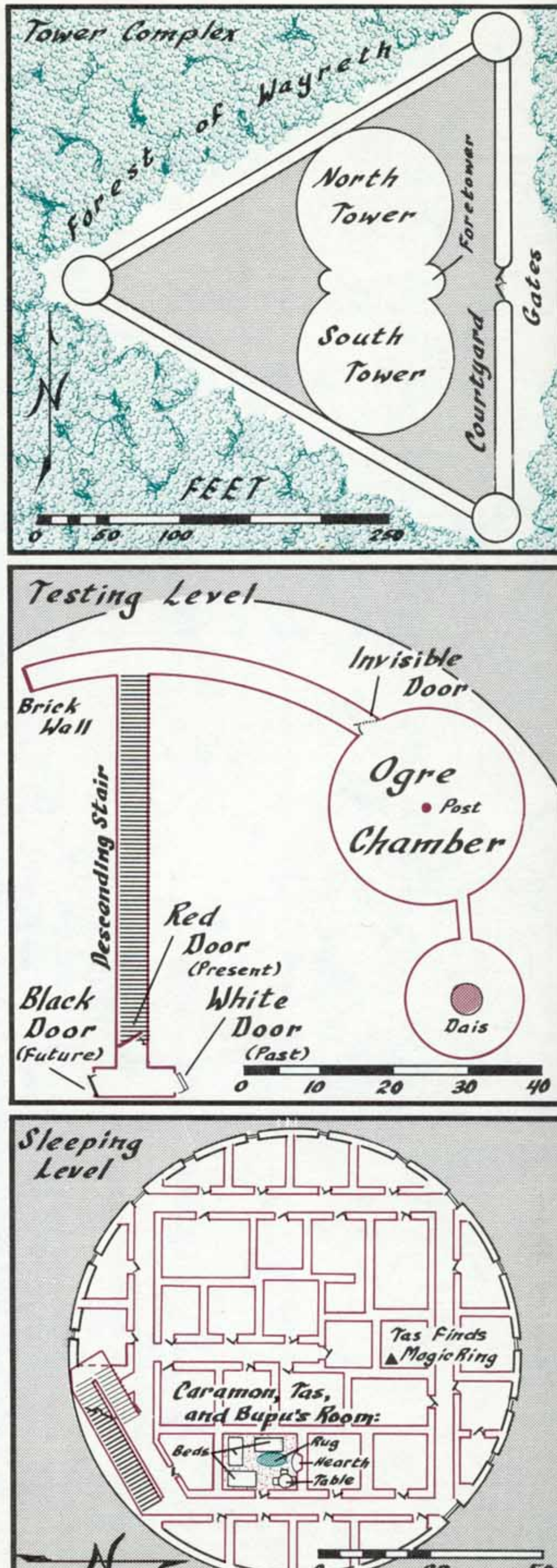
The focus of Raistlin's early tests was an intersection with three doors: white to the right, red in front, and black to the left.[9] These represented Raistlin's past, present, and future.[10]

Only beyond the red door of the present was a real physical location found. A stairway descended to a curving tunnel which ended at a large chamber blocked by an invisible door. An ogre was chained in the center of the chamber.[11] Beyond, another short tunnel led to a second chamber which contained a dais that rose to the mage's laboratory immediately above.[12] This final return to a mage's laboratory—perhaps even Par-Salian's laboratory—suggested an above-ground location, merely constructed to bring to mind a subterranean location.[13]

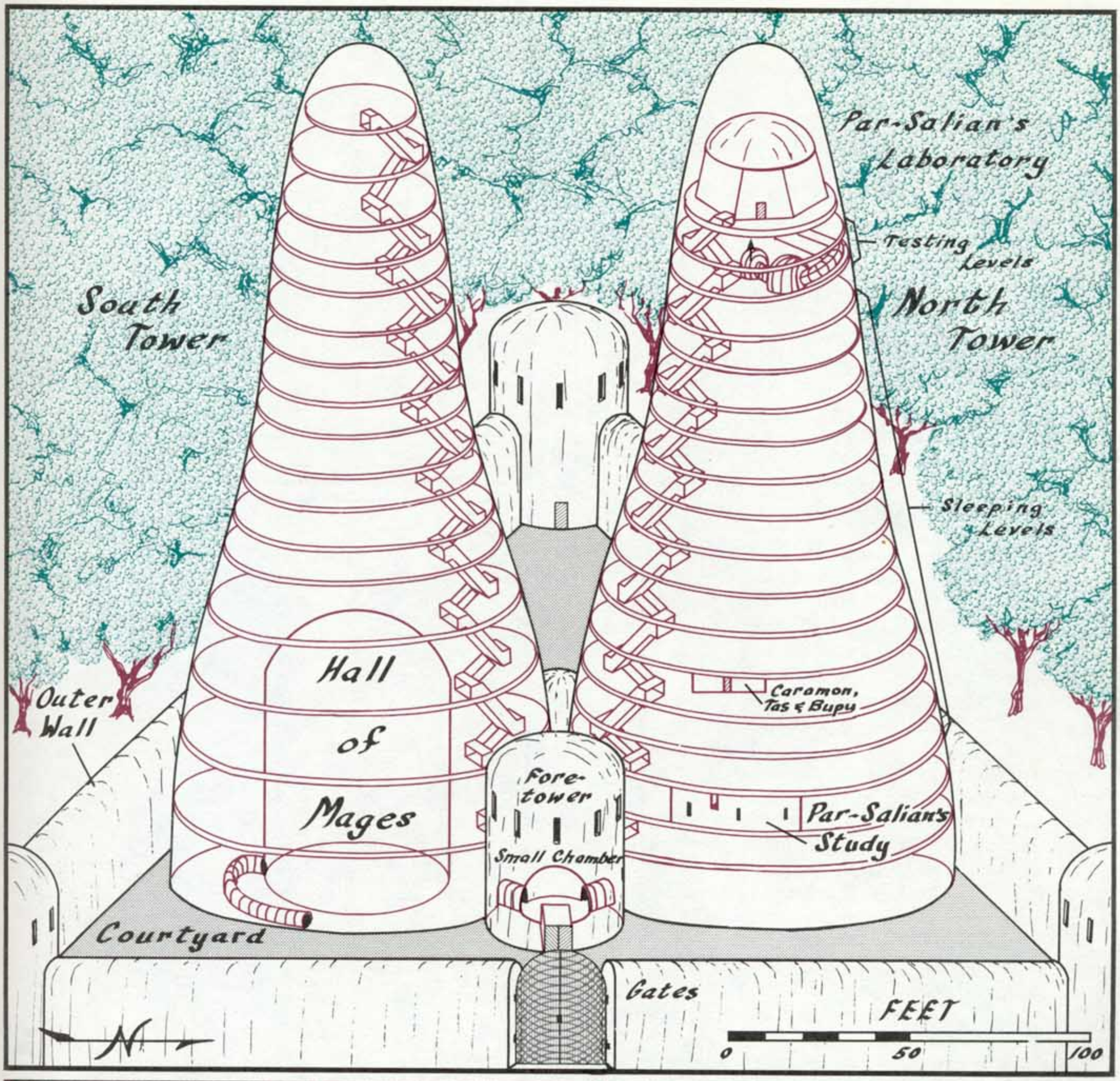
When Caramon returned to the tower bearing Crysania, they were seen by Par-Salian from his rooms in the North Tower.[14] The travelers suddenly found themselves in the midst of "a vast chamber . . . so wide that its perimeter was lost in shadow, so high that its ceiling was obscured"—the central Hall of Mages.[15] Could this have been the cavern in which Raistlin battled the Dark Elf and killed the appearance of Caramon?[16] The apparent absence of any access other than the dead-end corridor from which Raistlin came suggested the use of teleportation; the mages might have used it to allow only those of their choosing to enter their central chamber.[17] The chamber was certainly the same one Caramon revisited over 25 years later with his sons.[18]

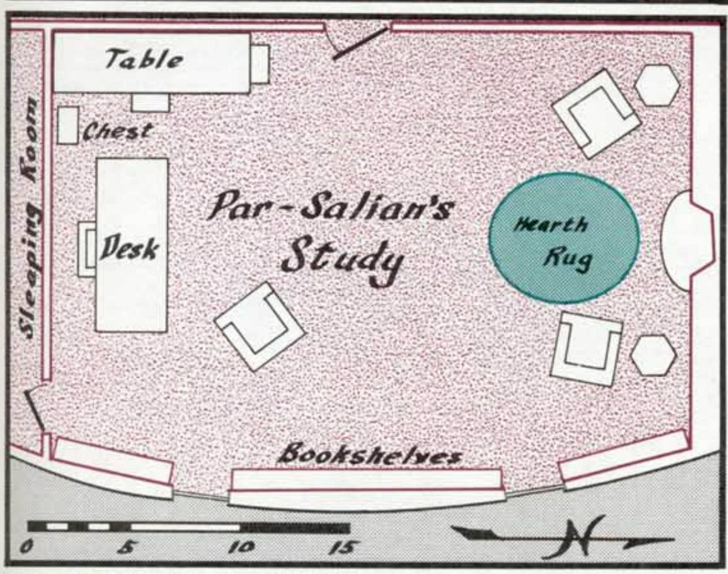
After speaking with the council in the Hall of Mages Caramon, Tasslehoff, and Bupu found themselves in a cozy room (similar to the room in which Caramon's sons were locked years later).[19] Nearby Tas found more sleeping rooms, including one containing the magic ring that allowed him to follow Caramon up the stairs to Par-Salian's laboratory.[20]

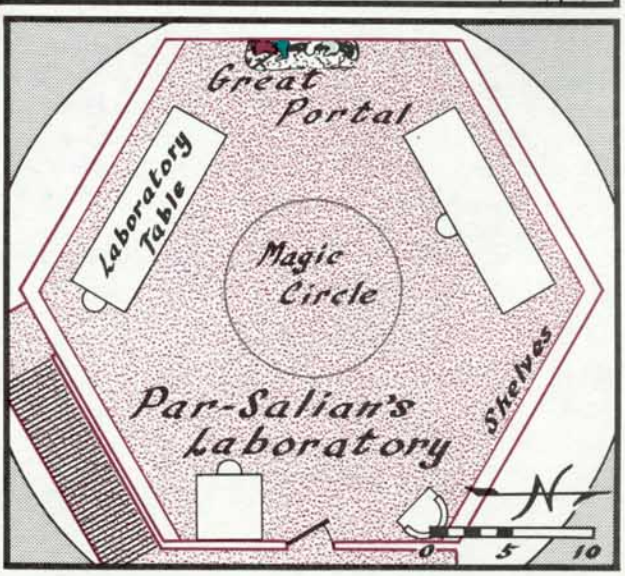
Using the magical circle in the heart of the laboratory, Par-Salian sent Caramon, Crysania, and (unintentionally) Tasslehoff back three centuries.[21] Thus started the cycle which culminated with Par-Salian's imprisonment in his own laboratory as he guarded the Great Portal in an attempt to prevent Raistlin's return from the Abyss.[22]



Tower Complex
Testing Level
Sleeping Level







The Tower of High Sorcery—Wayreth
Par-Salian's Study
Par-Salian's Laboratory

Zhaman/Skullcap

Between the fortress of Pax Tharkas and the mountain city of Thorbardin was an ancient structure of the mages—perhaps even built by Fistandantilus in his early days.[1] At the time of the Dwarfgate Wars (a century after the Cataclysm and three centuries before the War of the Lance) the fortress was intact, but it had been abandoned for centuries.[2] Raistlin/Fistandantilus commented that he knew every room from "those rooms of meditation and study at the top to the banquet halls on the first level."[3]

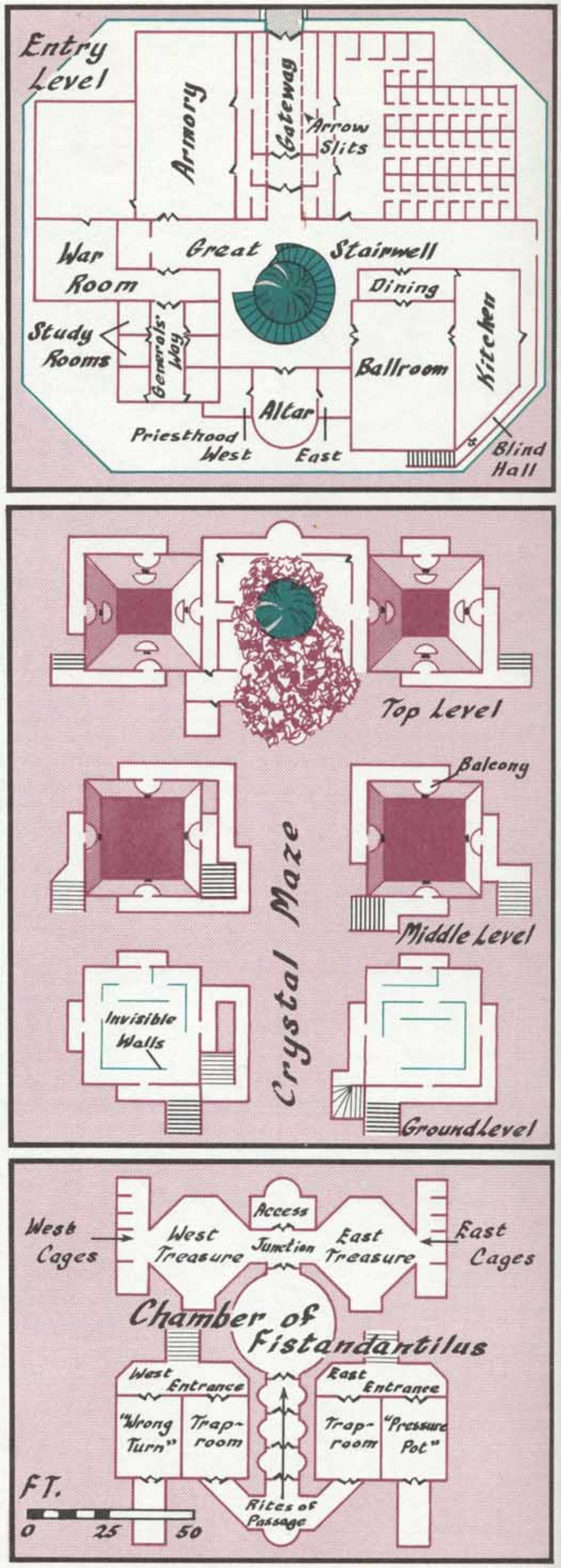
The spires of the fortress of Zhaman soared above the Plains of Dergoth, but the explosion loosed by Fistandantilus during the Dwarfgate Wars originated in the deepest heart of the fortress, causing the structure to collapse into a hideous mound, shaped like a skull. Thus it became known as Skullcap.[4]

Zhaman originally had at least 24 levels.[5] The most striking feature of the fortress was its great central circular stairwell. The iron stair climbed through a series of domed chambers in all but the lowest levels. There the stairs were of granite.[6]

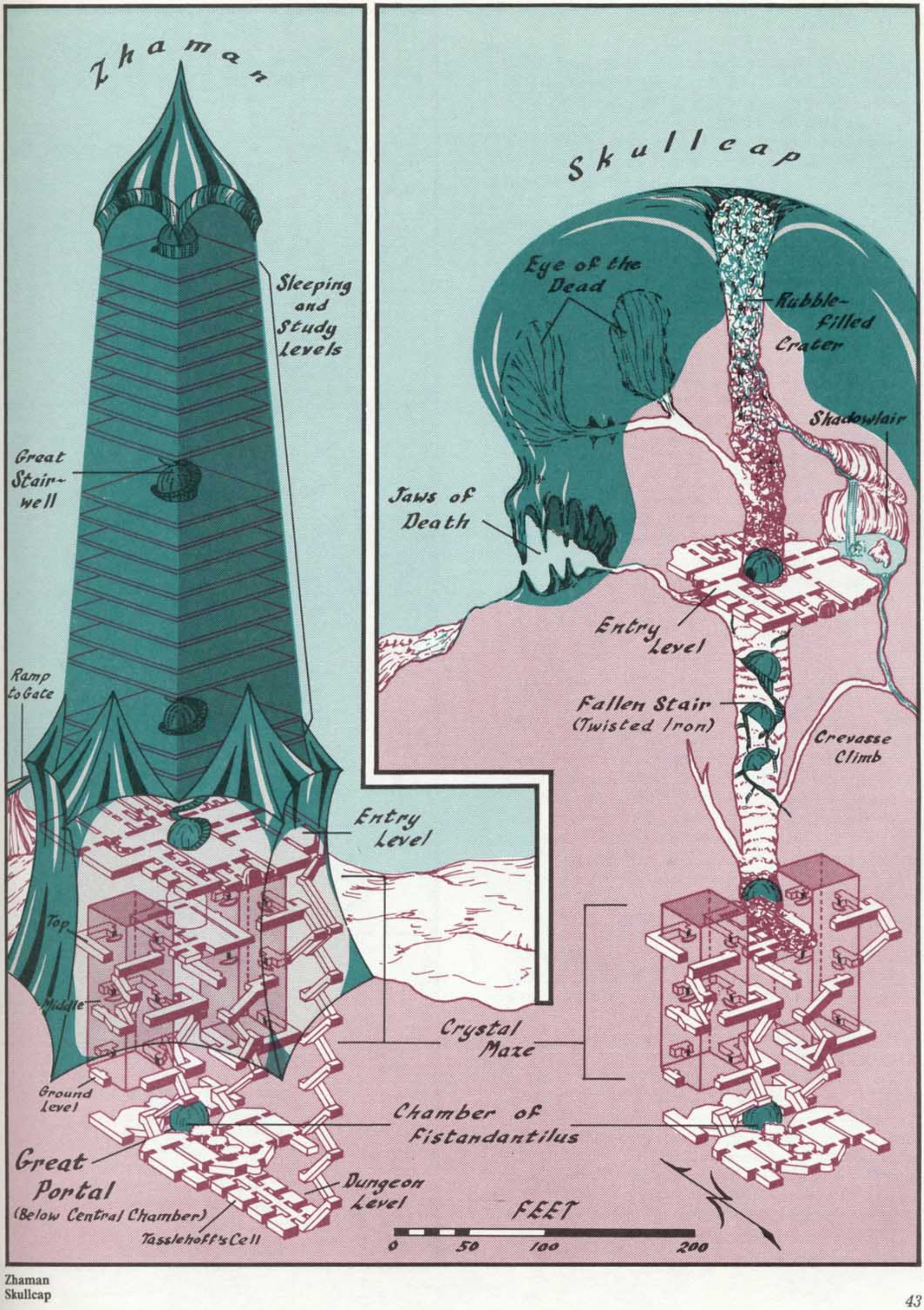
The ground level had huge meeting halls, study rooms, a room used by Caramon as a War Room, kitchens, and storage rooms. Bedrooms were found in the upper levels.[7] The jumbled state of Skullcap indicated that some portions may have fallen farther than others, for in Skullcap the highest level included a gateway hall with arrowslitted guardrooms alongside, an armory, ballroom, and dining hall (the Guardians).[8] These must originally have been part of the entrance level. The entrance may have stood above ground, however, reached by stairs or a high ramp. Apparently, the upper levels were totally destroyed, with only the great stairwell falling (with remnants of the various floors attached) into a yawning pit.

Two other levels survived fairly intact. The multilevel "Crystal Maze" of Skullcap could not have fallen *through* the ground level, so it must have been partially underground.[9] In the lowest levels, only the most central structures survived—those surrounding the Chamber of Fistandantilus. This chamber was a laboratory, not living quarters. Its adjacent rooms included cages for animals, and it was guarded by magical creatures.[10]

In one section of the entrance level there was "a corridor that appeared to be a mistake . . . it wandered off from a short hallway and ended abruptly in a blank wall."[11] This blind hallway was the access to the dungeons of Zhaman. Far below the social levels was the tiny room where Raistlin imprisoned Tasslehoff.[12] This section apparently collapsed during Zhaman's destruction, for there was no later evidence of prison cells in Skullcap. At the far end of the prison level, in the opposite direction from Tasslehoff's cell than the stairs, Raistlin found that the corridor ended suddenly at the Great Portal to the Abyss.[13]



Entry Level
The Crystal Maze
The Chambers of Fistandantilus



Zhaman
Skullcap

Thorbardin

The great Dwarven Kingdom of Thorbardin in the Kharolis Mountains was only one of three such realms in Ansalon.[1] Even a small portion of Thorbardin hinted at the almost unimaginable task performed by the dwarves in seven major cities, three farming warrens, two governmental areas, a fortress area at each gate, and a burial area—all connected by cable-drawn vehicles passing through the various Roads of the Thanes.[2]

The burial area occupied an open mountain valley, the warrens, and the Urkhan Sea, natural caverns.[3] The cavern containing the Urkhan Sea held one of the wonders of Krynn: the Life-Tree of the Hylar. A sinkhole in the mountain above, later an open glade, began the formation of a stalactite half a mile high and even wider at its top. It almost reached the matching stalagmite-formed island in the Urkhan Sea, allowing access to the great city carved within the stalactite.[4]

Thorbardin stretched 22 miles north-south and fourteen miles east-west: about 300 square miles.[5] While the delvings did not cover the entire area, they were usually multilevel. The Life-Tree of the Hylar covered slightly less than one-third square mile at its greatest horizontal extent, yet its 28 levels included 556 modules, totaling 1.8 square miles—over six times the horizontal extent.[6] Three levels of almost equal size seemed to be the most common configuration for larger delvings, so almost 150 square miles may actually have been in use.[7]

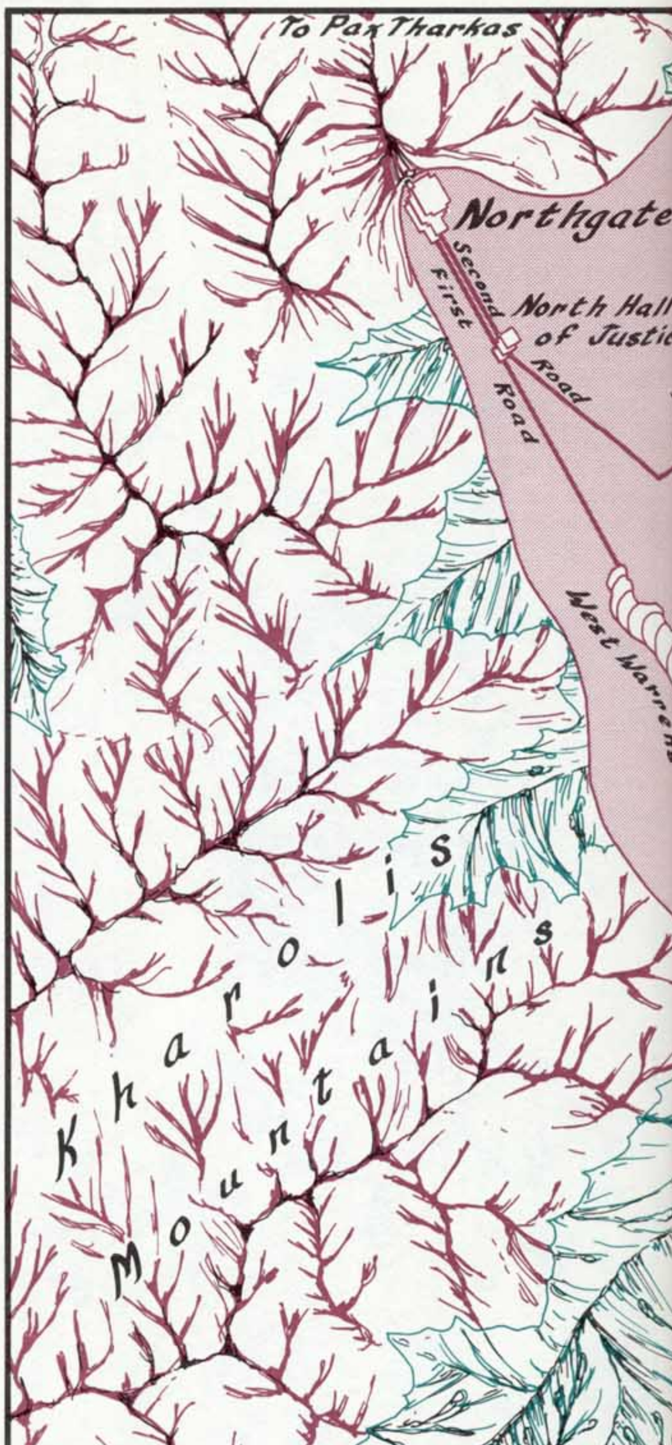
Delvings

It was said that "If you've seen one dwarven city, you've seen them all."[8] The dwarves used modularlike components for fortress, governmental, worship, work, residential, recreational, transportation, and prison areas, producing cities of great intricacy and variety.

When multiple levels were present, there were at least 100 feet between levels, to prevent cave-ins of both the delvings and of the mountains. Almost every module held four interlevel stairwells.[9] Most dwarves preferred the less strenuous ascents and descents available in the centrally located Transport Shafts. Where transportation was best, business was best; so, the area of the shafts included shops, bazaars, and entertainments.[10]

The various inner defense fortifications also utilized interlevel openings, for pits which were open to the level below protected the outfacing walls.[11] From base to ceiling of the module the Kings Wall was broken only by dark embrasures, their openings narrow enough to protect the defenders, yet wide enough for weapons other than arrows.[12] Within the walls were guards' quarters and weapons storage.[13]

None of the structures within the modules were multistory, but some structures were more lofty than others.[14] The only module entirely open was that containing gardens. Each module included the accessory shops, offices, storage, and other rooms appropriate for the major function of the module. Most homes were concentrated together and were similar in layout. Even King Duncan's home was "almost exactly like the dwelling of every other dwarf."[15] It was a complex maze of rooms and tunnels, the last of which was his private study.[16]



Thorbardin


North Warrens
Kiar City
Fifth Road
Theiwar Cities
Tenth Road
Eleventh Road
Daewar City
Fourth Road
Life-Tree of the Hylar
Twelfth Road
Thirteenth Road
Fourteenth Road
Wharf
Guardian Halls
Sixth Road
Urkhan Sea
Aghar
Daergar
East Warrens
Wharf
Seventh Road
Eighth Road
Sixteenth Rd.
Fifteenth Rd.
Fields
Daergar City
Guardian Halls
Great Hall of Audience
Ninth Road
South Hall of Justice
Seventeenth Rd.
Ninth Road
Valley of the Thanes
Floating Tomb
Southgate
Fields
To Tarsis

In virtually every delving was at least one dungeon module utilizing a pair of portcullises to form a lock at each cellblock.[17] Although many of these dungeons were intermixed within the cities, others were evidently separate—so deep that Tasslehoff "wouldn't have believed it was possible to go down so far beneath the surface."[18]

Northgate and Southgate

Thorbardin had two entrances: Northgate and Southgate. Originally, a wide, walled ledge edged the mountainside at the entrances, but the Cataclysm destroyed most of the northern ledge, leaving only a five-foot remnant towering 1,000 feet above the valley.[19] Each of the gates was an immense plug of stone, 60 feet wide by 30 high, that could be closed flush with the mountain wall. A waterwheel operated the massive screw mechanism that extended and retracted the gate.[20]

The delved areas behind the gates were identical except in direction, with the major feature of each being a great cavern surrounded by fortifications: Anvil's Echo. The gateway entered the middle level of the delvings. There was a 100-foot fall from the bridge to the cavern floor on the lower level, and murder holes 100 feet above.[21]

Although the primary function of Northgate and Southgate was defense against intruders, each included most components of a city: commercial, industrial, religious, residential, and recreational.[22] Where the gate entered, there was a smithy, a temple, and major commercial area. Only at the far inner end of the level were residential and transportation modules found, near the Road of the Thanes.[23]

The lower level included fortifications scattered at strategic points, but much of the level was residential, except for four smithies and four dungeon modules. The inner end of the level was lined with commercial structures, leading into another Road of the Thanes.

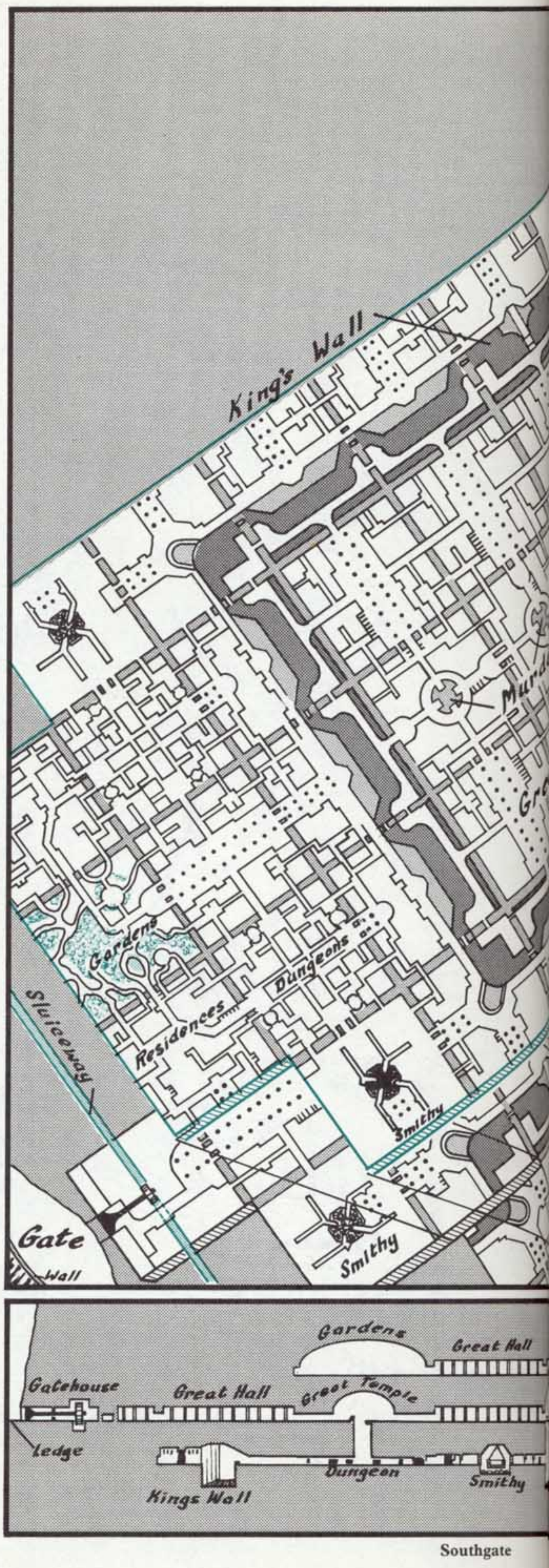
The heart of the upper level was virtually a fortress, enclosing a large commercial area centering on the murder hole section above the bridge in the level below. The walls defended against any intruders who had climbed the outer stairwells of the transport shafts.[24]

At the time of the War of the Lance Northgate's defenses were abandoned (probably due to the inaccessibility of the gate), and it was occupied only in scattered sections. Southgate was also sufficiently empty to allow settlement of 800 human refugees, with relatively easy access to the southern farmlands.[25]

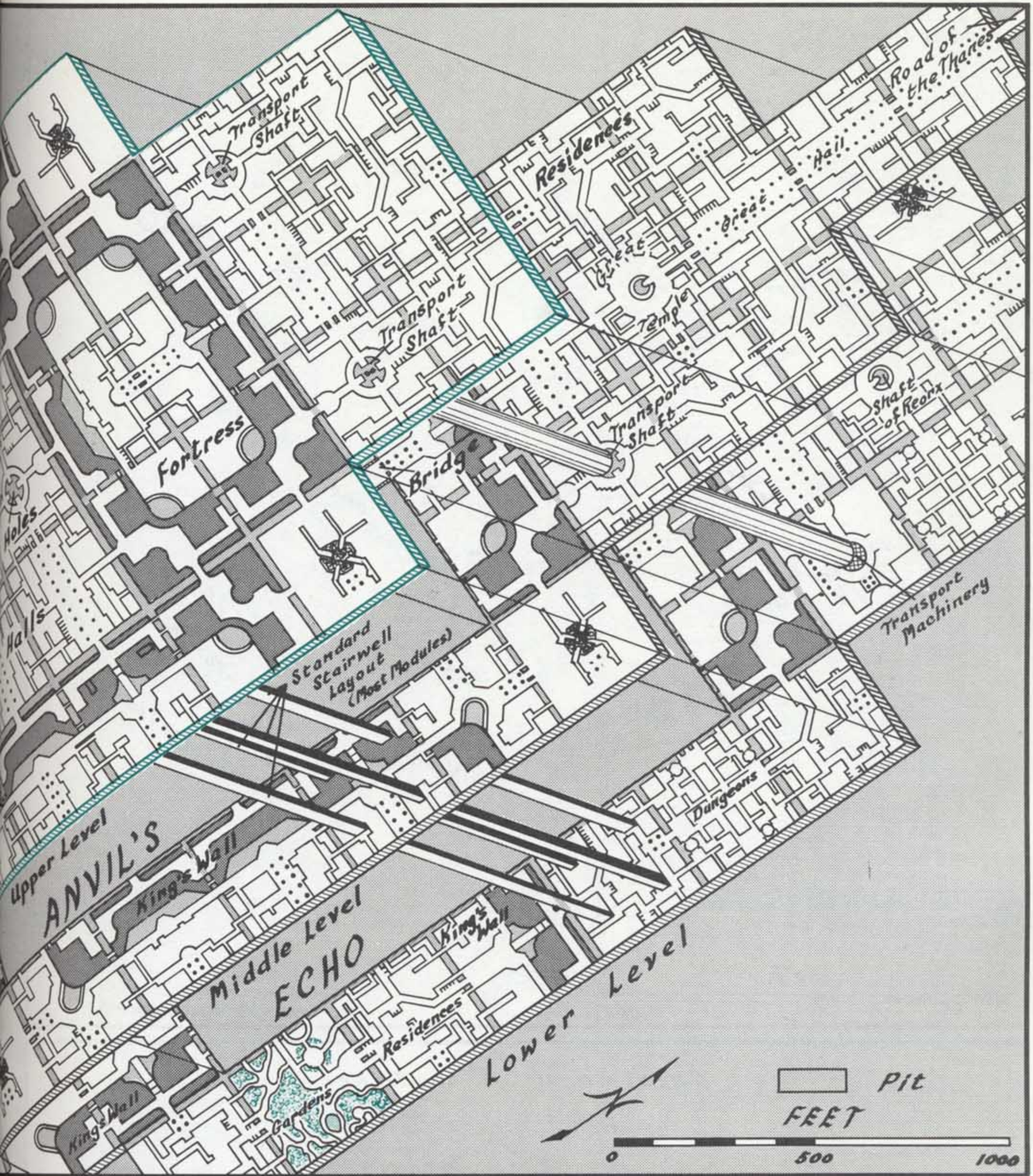
The Halls of Justice

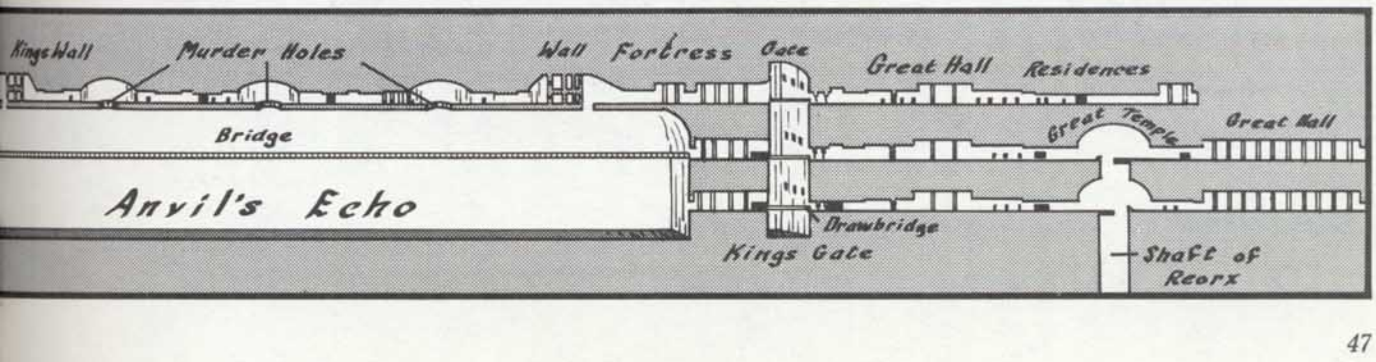
Near Northgate and Southgate were the second lines of defense: the North and South Halls of Justice. At each level connected by a Road of the Thanes were fortifications facing the entrance to the Hall. North Hall had three levels. The presence of the transport shaft revealed that the South Hall was also multilevel.[26]

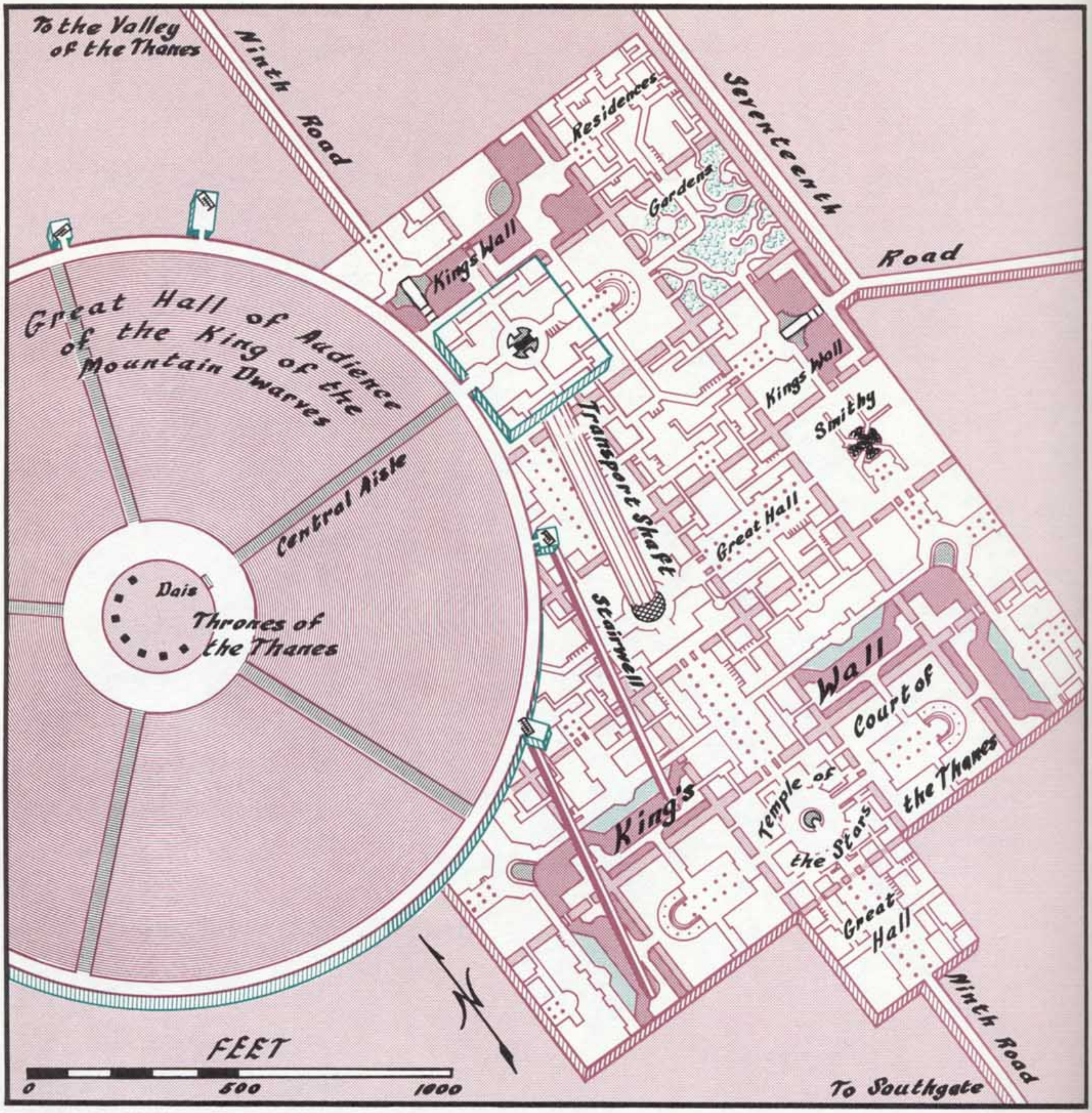
Somewhere near Southgate was the Mountain Dwarves' Great Hall of Audience, a vast, bowl-shaped hall with room for the 800 refugees just lining the walls, and thousands of dwarves on the benches of the amphitheater, surrounding the dais with its seven thrones for the Thanes.[27] When Tanis and Sturm left the hall for a

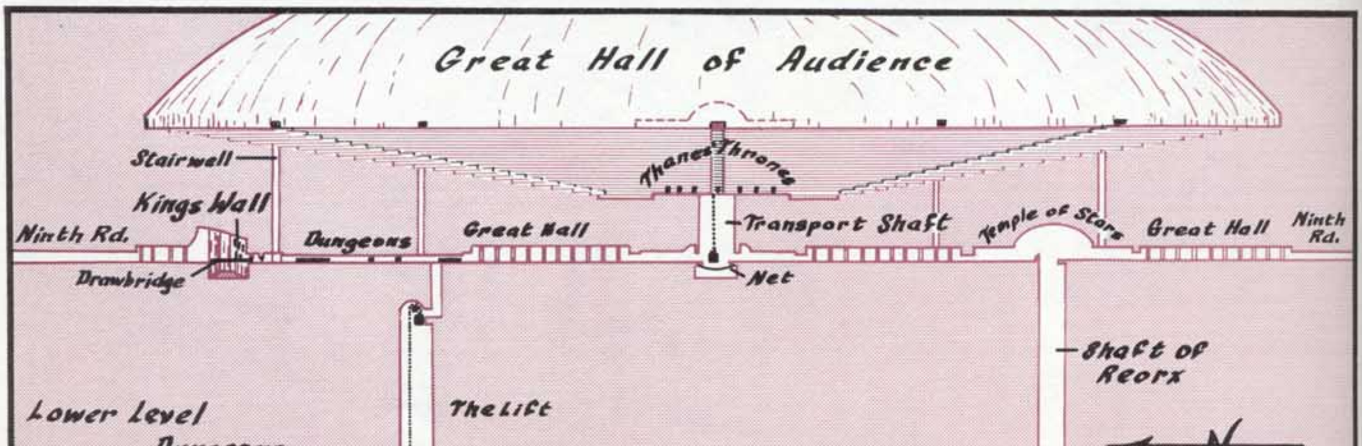


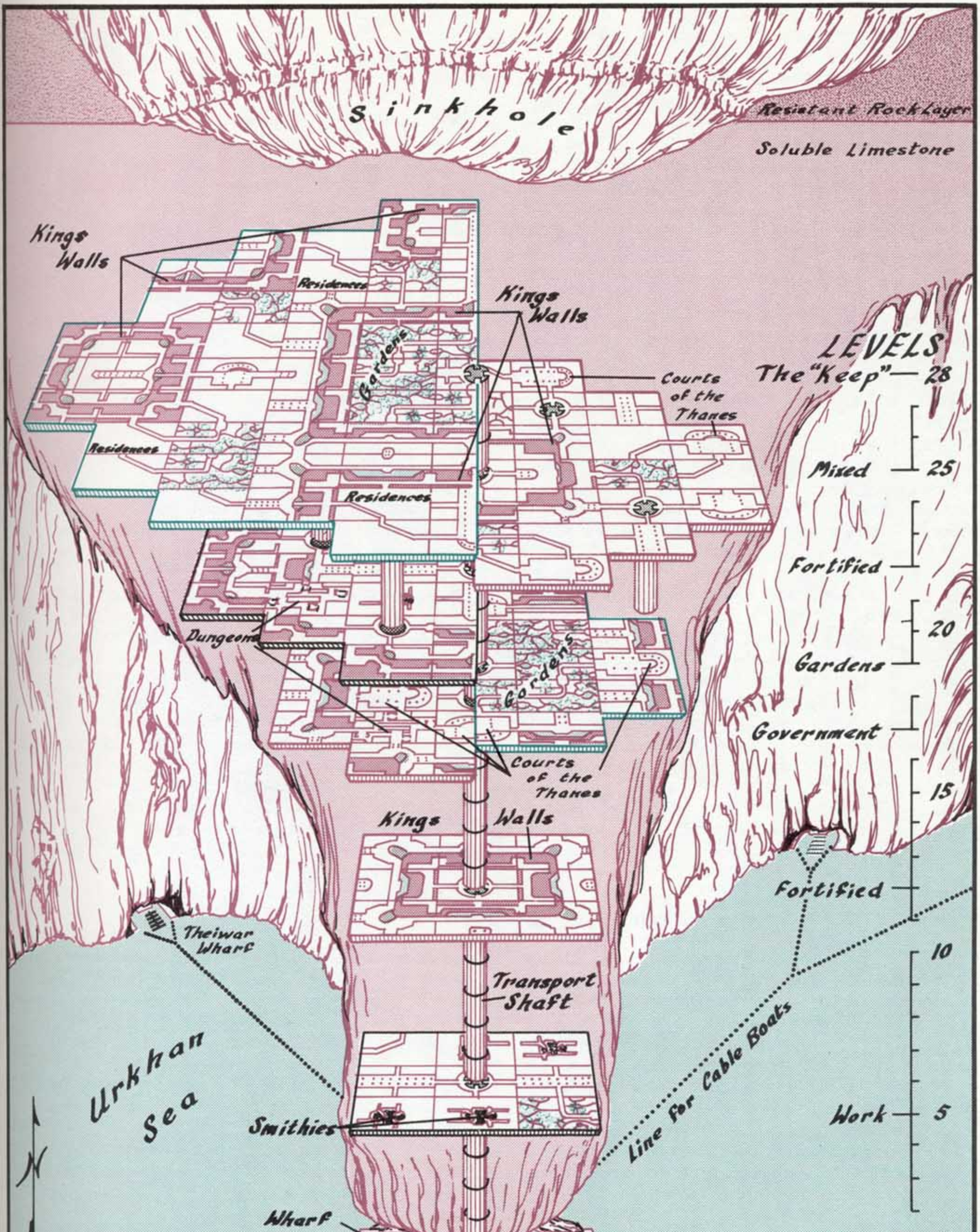
Southgate


Transport Shaft
Transport Shaft
Residences
Road of the Thanes
Great Hall
Great Temple
Transport Shaft
Shaft of Reorx
Fortress
Bridge
Holes
Halls
Transport Machinery
Standard Stairwell Layout (Most Modules)
Dungeons
Upper Level
ANVIL'S
King's Wall
Middle Level
ECHO
King's Wall
Lower Level
Residences
Gardens
Kings Wall
Pit
FEET
0
500
1000


Kings Wall
Murder Holes
Wall
Fortress
Gate
Great Hall
Residences
Bridge
Great Temple
Great Hall
Anvil's Echo
Drawbridge
Kings Gate
Shaft of Reorx


To the Valley of the Thanes
Ninth Road
Seventeenth Road
Residences
Gardens
Kings Wall
Great Hall of Audience of the King of the Mountain Dwarves
Kings Wall
Smithy
Transport Shaft
Central Aisle
Great Hall
Dais
Thrones of the Thanes
Stairwell
Wall
Court of the Thanes
Temple of the Stars
King's
Great Hall
Ninth Road
FEET
0
500
1000
To Southgate


Great Hall of Audience
Stairwell
Thanes Thrones
Kings Wall
Ninth Rd.
Dungeons
Great Hall
Transport Shaft
Temple of Stars
Great Hall
Ninth Rd.
Drawbridge
Net
Shaft of Reorx
Lower Level
The Lift
Dungeons



The Life-Tree of the Hylar

breath of air, the impression was that the hall was near the gate; yet no such structure was present in Southgate. It was far more in keeping for such a hall to crown the South Hall of Justice in its previously unmapped upper level.

The Life-Tree of the Hylar

The central city of Thorbardin was located in the immense stalactite in the Urkhan Sea. Twenty-eight levels were delved in the half-mile high formation.[28] In keeping with the shape of the stalactite, the lower levels were narrow, gradually enlarging from a single transport shaft surrounded by wharves at the base to eleven modules in diameter at the top.

The Life-Tree could only be reached via cable-drawn boats embarking from wharves at the five cities on the north and east shores of the Urkhan Sea, or from the two dock areas on the west.[29] Four wharf modules at the base of the Life-Tree received this traffic.

The nine levels above the wharf area were work levels, each with four smithies. The next six levels were the same diameter as the lower ones: 900 feet.[30] These began the fortified levels. Higher class residences lay outside the protective Kings Walls, while the commercial/entertainment area surrounding the transportation shaft was within the walls—accessible only through the north-facing gate. The lift could easily be dismantled in case of invasion, so the stairwells within the modules provided the greatest threat of access.[31]

Levels 17 through 21 were 1,500 feet across. The lower two levels were predominated by governmental areas. The upper three levels also had governmental modules, but the prominent difference was that the entire central area around the lift was a continuous garden.

The next six levels (22 through 27) expanded to over 2,000 feet in diameter. Four additional transport shafts began at level 22. The lower three levels were heavily fortified. In contrast, the upper three levels had only a small Kings Wall, immediately surrounding the transport shaft with gates opening both north and south. Outside the walls were numerous Courts of Thanes, commercial, residential, and garden areas.

The highest level of the Life-Tree spanned over 3,000 feet. The level functioned as a keep, being well fortified with Kings Walls. Between the central and outer fortresses were numerous residential and garden modules and occasional commercial and governmental areas. Note that in the top ten levels of the Life-Tree only the three heavily fortified levels (22 through 24) contained smithies and dungeons. It seems that in spite of their pride in workmanship and prisoners, the dwarves chose to isolate these potentially damaging or dangerous environments from their residential and recreational centers.

The Life-Tree, then, included all important city elements. But while basic needs might be met on each level, only the entirety provided the well-rounded variety of a large city. With a few exceptions, the lower levels were working and defense levels, while the upper levels held the most concentrated governmental, commercial, residential, and recreational functions.

The Life-Tree was unique despite being a city delved from stone, for its site was in *living* stone, and the waters that constantly added to the girth of the Life-Tree also flowed through its many gardens and filled the pits along the Kings Walls before emptying into the Urkhan Sea. These waters were the prime source for the entire Kingdom.[32]

Valley of the Thanes

The only portion of Thorbardin open to the sky was used for burials. This area, too, once held a cavern. Long since collapsed, the resultant sink hole was almost inaccessible overland as its small lake had no stream cutting a drainageway from the valley. In spite of this relative inaccessibility, the dwarves had delved well-fortified Guardian Halls at every Thanes Road leading from the valley.

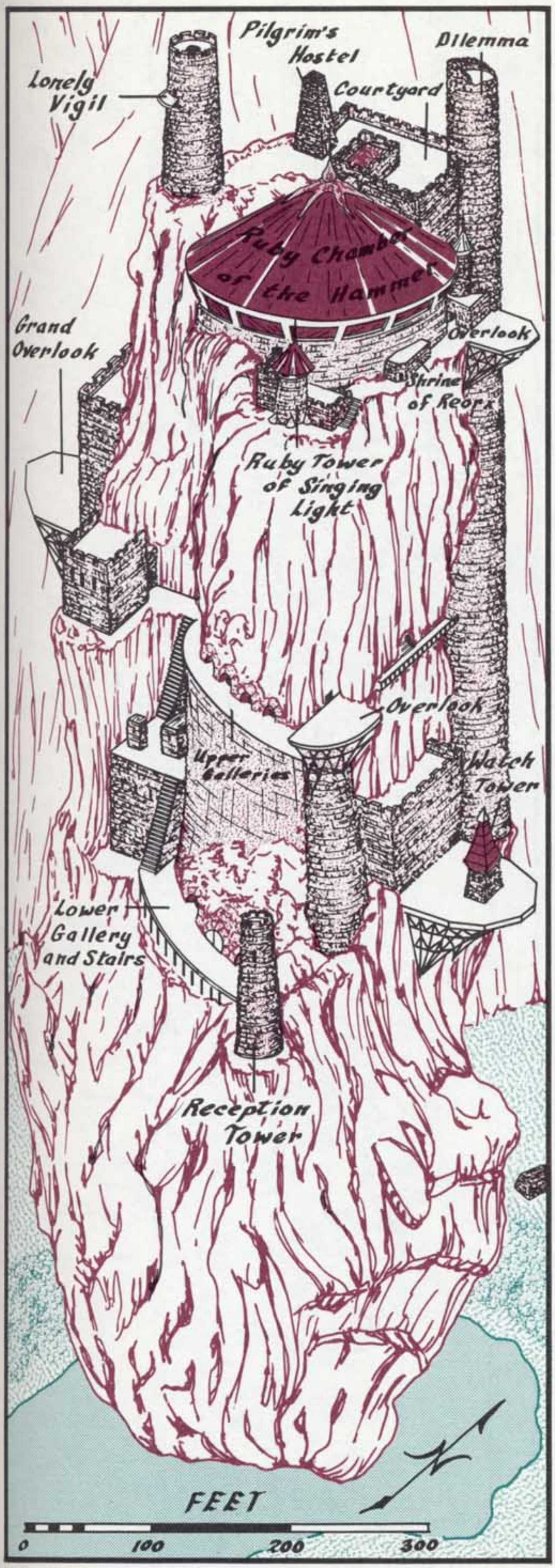
Burial cairns of lesser folk edged the valley, while tombs of past Thanes stood amid the gardens encircling the central lake. On the shore of the lake was the tomb of Prince Grallen, "hero of the final assault on the fortress of Fistandantilus."[33] This assault must have referred to the Dwarfgate Wars, probably making Grallen one of the two sons of Duncan, King of Thorbardin.[34]

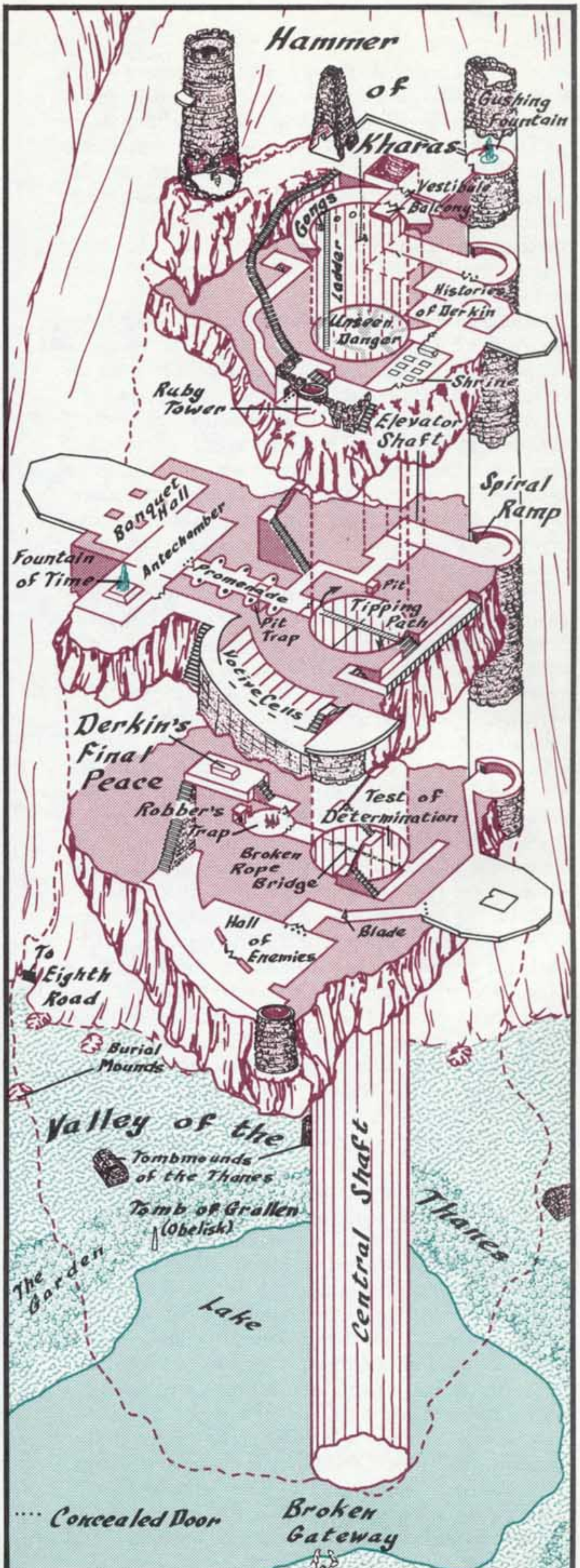
Derkin's Tomb, a virtual fortress, magically floated 400 feet above the lake.[35] The tomb was built in the days of grandeur before the Cataclysm (begun, as usual, long before the death of its occupant). In Derkin's Tomb a series of paintings included one showing "his final battle atop Mt. Skull."[36] But who was Derkin to have merited such a monument? Who but Duncan—last King of Thorbardin, until the Heroes of the Lance returned the Hammer of Kharas and reunited the Dwarven Kingdom.[37]

Yet it was Kharas who carried Derkin to his final resting place, and Kharas who suspended his famed hammer over the pit trap in the midst of the fortress before being ignobly stung to death, making the fort his tomb as well.[38] Kharas still lived at the time of the Dwarfgate Wars a century after the Cataclysm. He was King Duncan's staunchest fighter, but when his conscience forced him from the field of battle just prior to the destruction of the Plains of Dergoth, he was saved—saved to see his fellow dwarves totally destroyed, and to see the lofty tower of Zhaman melted into Skullcap.[39]

The floating tomb could only be reached via a teleporting archway on the far side of the lake from Grallen's tomb. Arrival was at a small tower at the lowest southeastern corner of the tomb. The fortress included three major levels, with selected rooms rising above the base of each level. The burial chamber was at the highest point in the lowest level. The Hammer of Kharas was near the top of the fortress, hanging suspended above an immense shaft that pierced the entire structure, closed only at the top (allowing the attachment of the hammer's rope). From the balcony at the highest level could be seen the hammer and the lake far below.[40]

In addition to the scattered stairways between levels there was a tower in the northeast corner that contained a spiraling ramp from which people could leave the fortress. Several large balconies allowed visibility in all directions. Inner fortress rooms contained memorials to Duncan/Derkin (enemy weapons, treasure, paintings), and shrines and cells for those vowing dedication to Reorx. All were guarded by an ancient gold dragon.





Tomb Exterior
Tomb Interior

Tarsis

Prior to the Cataclysm Tarsis was a large seaport with a legendary marketplace, schools, and a great library. It was the Lordcity of southwestern Ansalon: Tarsis "the beautiful," with its white-winged ships, glittering spires, and many plazas and parks.[1] Three centuries later the companions looked down from the ridge north of the city and discovered the most dramatic post-Cataclysmic change: the recession of the sea 40 miles, leaving Tarsis landlocked, its mighty ships strewn like childrens' toys in the once sheltered harbor.[2]

Before the Cataclysm Tarsis housed some 6,000 inhabitants. After, it held only a fraction of that number.[3] Historical inertia kept Tarsis the dominant commercial center for the region's decimated population. The city's marketplace was reopened, and the much-reduced inhabited area centered there. In spite of the empty buildings, many of the beached ships immediately west of the market area were utilized as homes and businesses by the poor.[4] The population essentially shifted south and west from its pre-Cataclysmic area, away from the large governmental buildings for which there was no longer a need.[5]

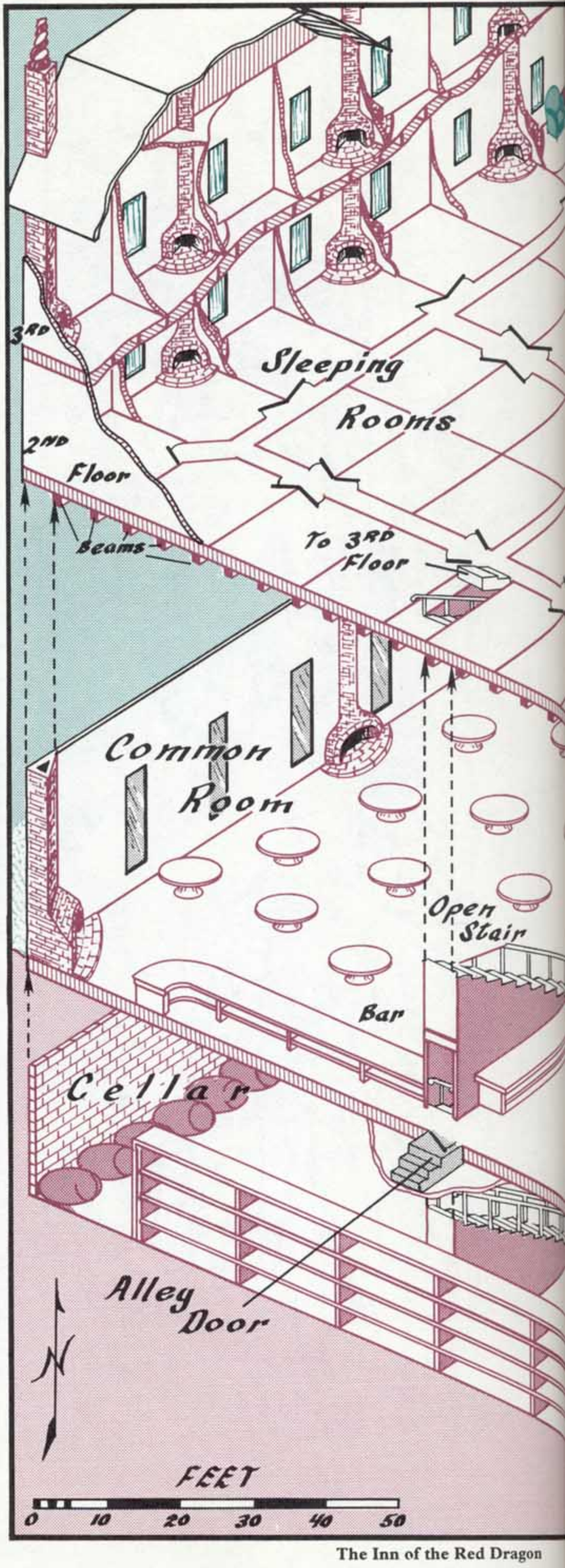
Tarsis was a fortified city, with a twenty-foot wall (guarded by 50-foot towers) surrounding all the city except the harbor side.[6] Gates broke the wall on the north, south, and east.[7] The ancient seawall, with its projecting breakwater, was all that protected Tarsis on the west, and even that five-foot wall was broken in many places, allowing passage between the upper and lower city.[8]

All but one of the notable locations pertinent to the story of the companions' visit to Tarsis was in the southern half of the city. The company lodged at the Inn of the Red Dragon, while Alhana's room was "not far" in an inn along the Old Waterfront.[9] Half the companions met Alhana at the Hall of Justice, "an ugly brick building" which backed onto "a dark and gloomy alleyway," probably located near the heart of the marketplace.[10] Once freed, the company was led north by the Knights of Solamnia to the ancient Library of Khrystann.[11]

The library occupied the below-ground level of a residential block in the Old City. Narrow, winding stone stairs descended to a huge room filled "from ceiling to floor with tall wooden shelves."[12] On one of the tables the knights found a book that listed the location of the dragon orbs.[13] Even underground the party could hear the arrival of the dragonarmy.

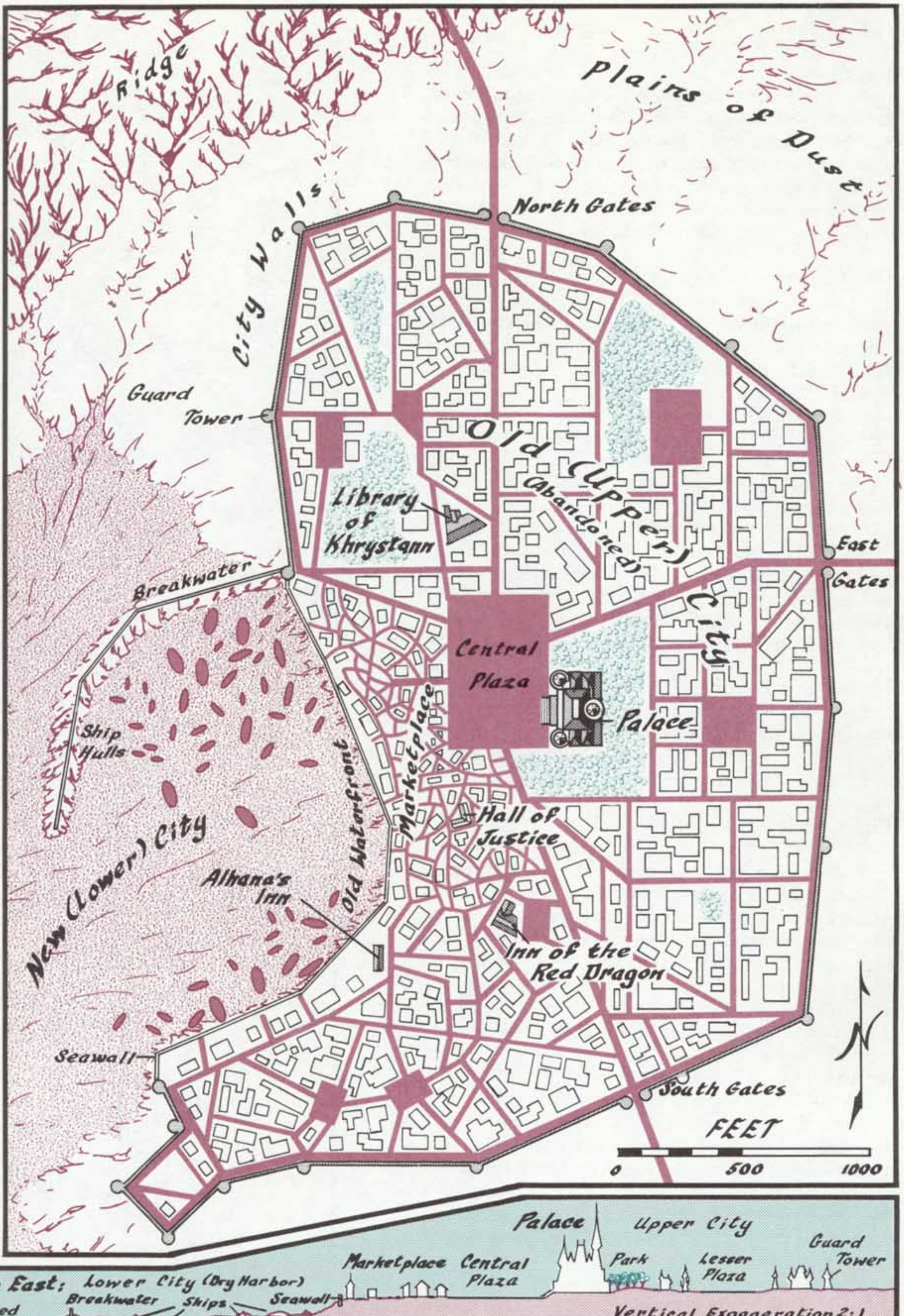
Forces attacked the Inn of the Red Dragon. The inn was three stories tall, built of stone and wood with gigantic ceiling beams.[14] The main door entered the common room, while the kitchen had a separate exit.[15] There was a desk in the common room near the door to the kitchen, and a stair ascended to the lodgings above.[16] The company, having grown from the original five companions to twelve, occupied several rooms on the second floor. The window of Laurana's room, near Elistan's, was visible to Tanis as he was taken to the Hall of Justice.[17]

The attack separated the companions, for not all had reached the inn. Elistan and Laurana managed to escape. Tanis, Raistlin, Caramon, Tika, Riverwind, and Goldmoon were trapped within when the inn collapsed. Thrust from the kitchen into the cellar below, they found themselves in the midst of wine bottles and ale casks.[18]

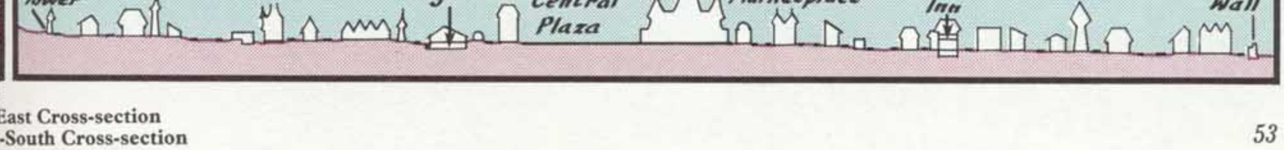


The Inn of the Red Dragon









Tarsis
West-East Cross-section
North-South Cross-section

Ice Wall

After the escape from Tarsis (thinking their companions dead in the wreck of the Inn of the Red Dragon), Flint, Tasslehoff, Gilthanas, Laurana, Sturm, and Elistan gathered their courage and trekked south with the Knights of Solamnia in search of a dragon orb in Ice Wall Castle. Following the map found in the Great Library in Tarsis, they braved the glacier that (since the Cataclysm) had encroached inch by inch on the Plains of Dust.[1]

The Camp

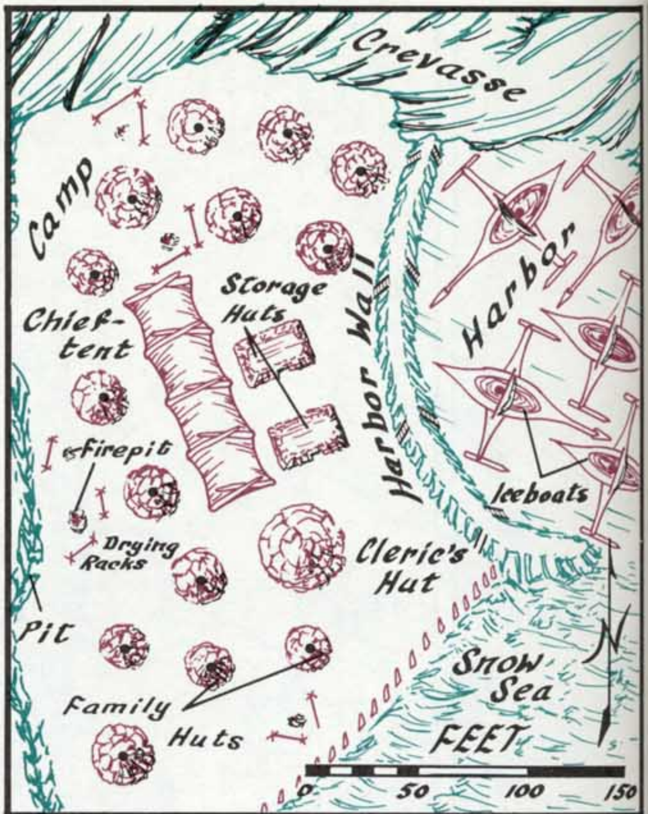
About halfway across the glacier to Ice Wall Castle the company was delayed by a blizzard and rescued by the Ice Folk, nomadic inhabitants of the glacier. Together they traveled in iceboats to the nearby camp.[2] The camp lay immediately south of a crevasse and had three sections: the harbor on the east, snow sea on the south, and a dwelling area on the west.[3] The harbor was formed of glare ice, sloping gently down from the camp, allowing the iceboats to gather speed quickly. The snow sea was an area of soft, deeply drifted snow, built up by westerly winds driving snow across the rib-bone snow fence that protected the southern edge of the camp. Between the harbor and the dwelling area was a ten- by ten-foot wall of packed snow, scalable only by using the ladders leaning on its flanks.[4] The only unprotected boundary of the camp was on the west.

After learning of an impending raid, the heroes helped the Ice Folk dig pits along the open area.[5] In return for the assistance the company was given an iceboat and a guide: Raggart, Revered Cleric of the Ice Folk, who accompanied them on the journey to Ice Wall Castle.[6]

The Castle

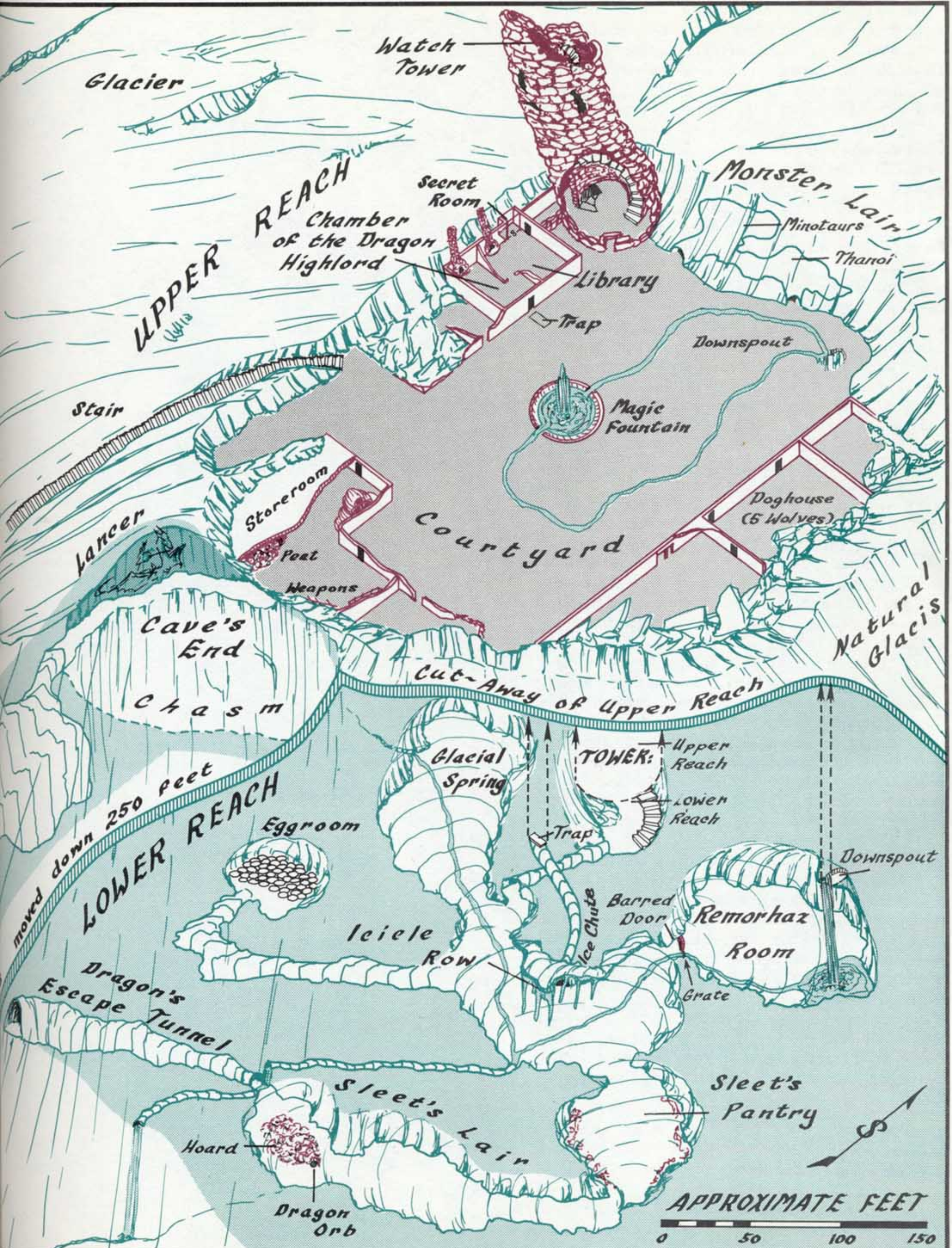
Ice Wall Castle was all that remained of a pre-Cataclysmic structure which originally stood on an island off the southern shore of the continent. The expanding polar ice cap had encroached upon the mainland over the past three centuries, and the compaction of the ice moving against the shoreline had produced a towering, north-facing cliff hundreds of feet high. The creeping ice carried the castle with it, heaving it up and pushing the remaining structures askew. Thus, the watch tower was "bent perilously outward" from its perch atop the Ice Wall.[7]

The only known access to the castle was reached by scaling a vertical crevasse in the icy cliff, then climbing the stairs that ascended to the castle courtyard (as the rest of the castle was surrounded by a natural glacis). However, as the company was about halfway up the crevasse, the glacier calved a sheet of ice, revealing the entrance to a cave: the Secret Way. For 500 feet the cave "winds around, varying in size from very narrow passages to huge caverns."[8] It seemed to be a dead end, however, for in the final chamber the path narrowed to a mere ledge edging along a chasm both wide and deep. Here the company made a monumental discovery: a gold dragon ridden by a Solamnic Knight carrying the haft of a dragonlance—all solidly encased in ice! Further along the ledge the icy wall thinned and a glow entered from the room beyond, highlighting where the heroes were to chop to gain access to the castle.[9]





Ice Folk Camp



Ice Wall Castle

The castle was composed of two sections: the man-made structures of the Upper Reaches, remnants of the original castle, and the natural tunnels and caverns of the Lower Reaches, created by the action of meltwater and movement within the glacial ice. The castle seemed to have been a fairly simple fortification originally, at least 250 by 400 feet, having a single watch tower, with several low buildings lining the walls around a central courtyard.[10] The outer edges of the castle were collapsed and/or encased in ice, and even within the open area the ceilings and doors were destroyed.

Using the Secret Way the company entered a storage room, its walls lined with peat for fuel, barrels of provisions, and racks of weapons. Beyond was the central courtyard. Wolves were housed in a building west of the courtyard, thanoi and minotaurs slept in excavated caverns on the south, and the Elven Dragon Highlord Feal-Thas utilized a library and sleeping chamber on the east. The chamber was guarded by a trap at its door. The canted tower on the southeast corner climbed above the courtyard and descended below, though it was partially collapsed and so choked with ice that it was impassable after 40 feet in either direction.

Near the heart of the courtyard was a magical fountain. Two streams emptied from the fountain's basin and rushed to a downspout in the southwest. The downspout, tower, and trap all provided access to the Lower Reaches.[11]

The base of the tower seemed to be the only man-made structure in the lower level. Although choked with ice and debris, a narrow passage in the ice eventually opened into the central room of the Lower Reaches—Icicle Row—a low-ceilinged chamber with icy stalactites strong enough to use as javelins.

In addition to this tunnel, arms led from four other directions. Southwest a barred door enclosed a high-ceilinged chamber, cage for the monster Remorhaz. The waters from the magical fountain's downspout pooled in this chamber before exiting via a grate by the door. Another stream joined these waters from a glacial spring in the southeast. On the northeast a tunnel curved to a chamber containing a pile of 37 dragon eggs. The northwest tunnel led gradually downward, traversing a ghastly larder filled with frozen corpses—Sleet's Pantry.

Sleet, a white dragon, was laired in the cavern beyond. At the east end she had piled her dragon hoard. There, at the nearest edge of the hoard was the dragon orb. Behind the hoard gathered streamwaters had cut through the ice of the south wall. They emptied in a low waterfall and flowed across the chamber into the ice on the north.[12] A widening gap east of the stream was Sleet's escape tunnel to the surface of the glacier.[13]

Leaving the castle, the heroes departed the South for Sancrist with the precious dragon orb and lance. They did not know that the rest of the company was still alive, journeying through the east on a similar mission.

The East

The East

While Flint's contingent of the Heroes of the Lance journeyed to Ice Wall Castle in search of a dragon orb, Tanis's group continued to Silvanost with Alhana. With the forced abandonment of the ancient Elvenhome and Lorac's fall to the power of the dragon orb, Silvanesti at last shared some of the disaster experienced by its neighbors three centuries before.

Pre-Cataclysm

Eastern Ansalon was the scene of the greatest devastation and change resulting from the Cataclysm. Before the Cataclysm, the area was broken only by a small bay between Balifor and Silvanesti and a larger one north of Istar.[1] Mountains lined the northeastern coast, including the Worldscap Mountains near Karthay, the highest in Ansalon.[2] Mountain ridges also loosely encircled the city of Istar, and the waters gathering from their peaks and from those of another nearby range formed a series of lakes along the rivers flowing north. South of Istar was a band of desert, and beyond lay the gentle coastal lands of Balifor, home of the kender.[3]

During Istar's preeminence this was a highly populated land. In addition to Istar, five cities lay within the encircling mountains, with a sixth sited at the end of a nearby range.[4] One hundred miles north of Istar, the city of Karthay served as a major port city.[5] There, too, stood one of the five Towers of High Sorcery.[6] In Balifor the kender had at least three cities. Further west the Elven city of Silvanost (probably the most ancient city in all Ansalon)[7] reigned over a wide, gently rolling, forested region extending from the borders of Istar to the Khalkist Mountains. In all the east the lands were divided only among these three: Istar, Silvanesti, and Balifor.[8]

Post-Cataclysm

Then came the Cataclysm: "A mountain of fire crashed like a comet through Istar, the city split like a skull in the flames, mountains burst from once fertile valleys, seas poured into the graves of mountains, the deserts sighed on abandoned floors of the seas, the highways of Krynn erupted and became the paths of the dead."[9] All of central Istar was plunged below the sea, leaving only the coastal mountains standing as a chain of islands. Balifor was gradually overwhelmed, forcing the kender to abandon their cities for higher ground. The bay west of Balifor flooded until it reached far inland, forming almost a gulf as well as a small sea. Only Silvanesti was spared, for none of its lands were lost, other than those edging the Bay of Balifor.[10]

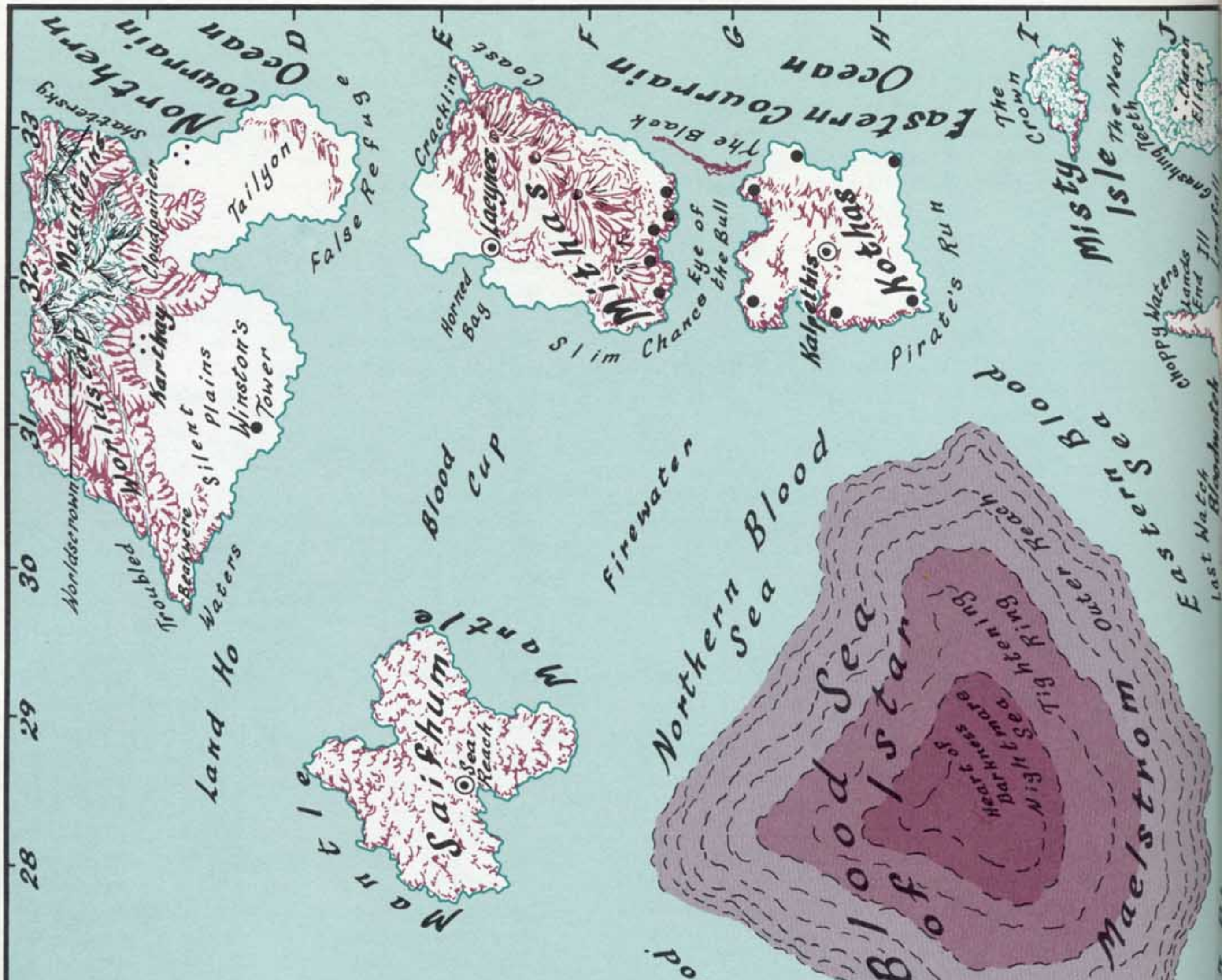
Istar, with all its encircling mountains, was gone. The Maelstrom flowing in its place constantly eroded the once fertile fields until they lay on the ocean floor. The reddish soil carried in suspension gave the water its ominous color: the Blood Sea.[11] If a ship became trapped within the Maelstrom, it journeyed through increasingly dark and dangerous waters. As the undertow of the water and the perpetual storm overhead worsened, the Maelstrom's regions became psychologically descriptive of the physical danger: Outer Reach, Tightening Ring, Nightmare Sea, and finally, Heart of Darkness.[12]

Beyond the Maelstrom the water was still reddish, although less intensely so, and many names of the area focused upon the disquieting color: Blood Cup, Firewater, and Blood Bay, as well as the directional reaches of the Blood Sea. Even the ruin of an ancient monastery was called Bloodwatch.[13] Although the ruin stood atop a coastal cliff, it fell on the same location as one of the cities of Istar.[14] Given the absence of true clerics after the Cataclysm, one wonders if this structure could have lain near the city and been all that survived the holocaust.

Suspended red soil was not all the Maelstrom circulated through the area. The port of Flotsam doubtless received much debris dredged from ruins far below the surface. The name Flotsam was almost symbolical for many of the social changes in the area as well. There is a saying that "when the pot boils, the scum floats to the top"[15]—and that is what happened in much of the east following the Cataclysm. In an attempt to purify the populace prior to the Cataclysm, the Kingpriest of Istar declared all ogres, goblins, and many others as anathema, and began to slay them.[16] Those escaping were forced to hide in the coastal mountains in the east and the Khalkists in the west, for after the Cataclysm that was where they could be found. West of the Blood Sea were the Ogrelands: Ogrebond, Kernen, and Bloten (in the southern Khalkists).[17] In the eastern islands minotaurs ruled Mithas and were the primary inhabitants of Kothas. The remaining eastern islands were occupied by none but beasts. Only Saifhum, north of the Blood Sea, contained respectable mariners.[18]

South of the Blood Sea the small portion of Balifor that survived the Cataclysm was abandoned by the kender. The remnant was steppe, little-used by the kender before the Cataclysm as they preferred the lush lowlands. A few farming villages huddled here and there on the barren lands.[19] Port Balifor on the west coast and Flotsam on the north were the only towns of any size. Balifor's folk were mainly honest people, simply trying to eke out a living. But the ports contained a fair share of "thieves, scallawags, and off-duty hobgoblins"—especially as these were some of the earliest lands conquered by the dragonarmies.[20]

Probably the most pleasant land in the east (especially after the haunting of Silvanesti) was the new kender home of Goodlund. Near the ruins of an ancient royal tomb in a remnant of southern Istar, the kender constructed Kendermore.[21] For the most part Goodlund was left to itself—for who in his right mind would deal with a whole country of kender, given a choice?



Northern Courrain Ocean
Eastern Courrain Ocean
Shatterskyg
Worldscap Mountains
Cloudpainter
Tailyon
Karthay
Silent Plains
Winston's Tower
Worldscrown
Troubled Waters
Beakwere
False Refuge
Crackling Coast
The Black
Laeynes
Mithas
Eye of the Bull
Horned Bay
Slim Chance
Kalpethis
Kothas
Pirate's Run
The Crown
Misty Isle
The Nook
Teeth
Choppy Waters
Last Watch
Blood Cup
Firewater
Northern Blood Sea
Eastern Blood Sea
Blood Sea of Istar
Maelstrom
Outer Reach
Tightening Ring
Nightmare Sea
Heart of Darkness
Mantle
Saifhum
Sea Reach
Land Ho
Western Blood Sea
Razor's Edge
Endscape
Wiremier
Death's Teeth
Last Coast
Nordmaar
Valkinord
North Keep
The Great Moors
Kern
Kernen
Southern Sea
Ogrebond


Southern Courrain Ocean
Elian Wilds
No Port Stretch
Churning Reach
Hearthblood
The Hollowlands
Northern Dairly Plains
Edgewater
Boilers Bay
Thunderhead
Restless Waters
Habbakuk's Necklace
Southern Dairly Plains
Windpipe Cove
The Gullet
Gullet R.
Lifesbreath
The Maw
Laughing Land
Somber Coast
Woods End
Writhing River
Wendle R.
Willow R.
The Ruins
Kendermore
Goodlund
Norreach
Springfalls
Bristle R.
Wendle Woods
Glade
Grimsome
Verdant Plains
Blood Bay
Coast
Flotsam
Mellow Swath
Balifor
Port Balifor
Bay of Balifor
Khurman Sea
Silvanesti
Silvanost
City or Fortress
Town, Village
Tower
Ruin
Roads, Fords, Bridges
Streams, Lakes
Woodland
Marsh
MILES
0 20 40 60 80 100 150

Silvanost

The forest area occupied for millennia by the Silvanesti elves was abandoned with the onset of the Dragon Wars, inhabited only by Lorac Caladon, King of the Silvanesti, and Cyan Bloodbane, a green dragon. In an attempt to defend Silvanost from the dragonarmies, Lorac used the dragon orb of Istar, but instead he was ensorcelled by the orb which called the dragon, Cyan Bloodbane, to it. Under the reign of Lorac's nightmares, Silvanost became a tortured land.[1]

Thon-Thalas, Lord's River, meandered through Silvanesti. The western branch was crossed by an arched bridge from the once great King's Road of the Plains of Dust. Along its shore was a hedge raised by the Silvanesti after the departure of the Qualinesti to bar the outside world.[2]

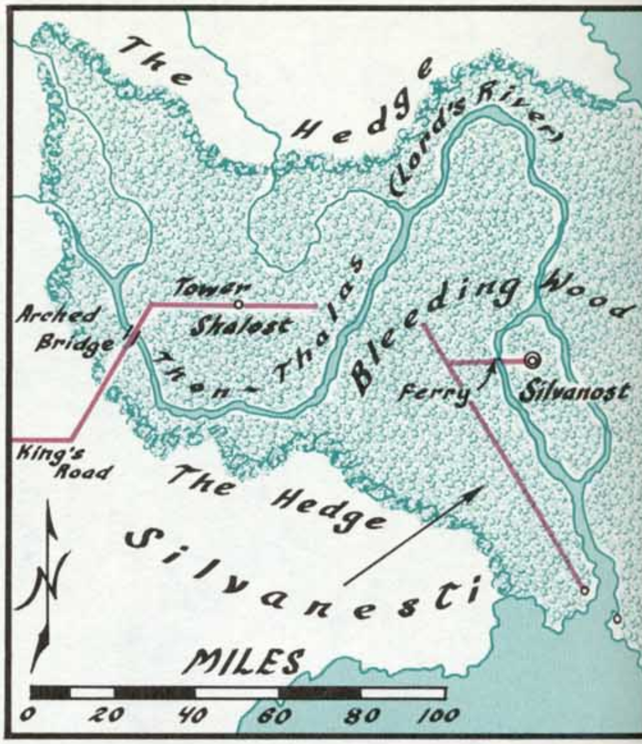
The landmark of western Silvanesti was Tower Shalost (the Waylorn's Tower), a monument holding the enchanted body of the druid Waylorn Wyvernsbane on a crystal bier in its depths. The tower contained neither windows nor doors, but it was an immense "combination lock" operated by turning the top tower.[3]

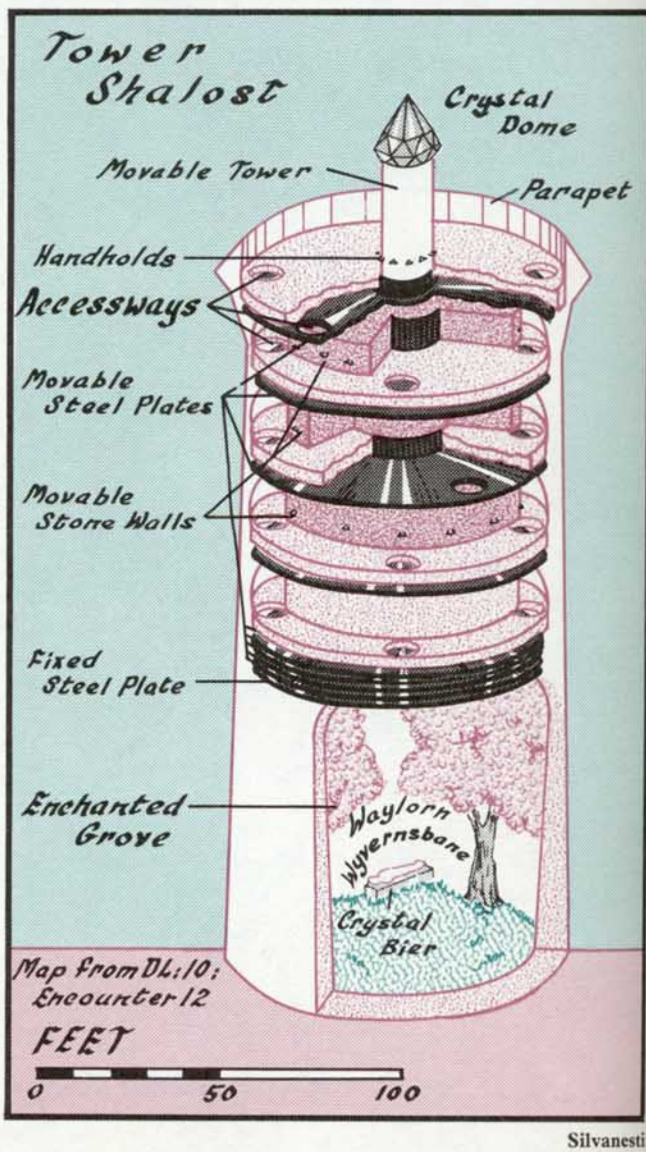
The Silvanesti did not build but altered nature to more exquisite and usable forms.[4] The heart of the realm lay on an island formed by Thon-Thalas in the midst of the forest. Marble formations occurring there had been shaped into dwellings and structures of all kinds. Their walls gleamed with pearly radiance through the trees. On the western branch of Thon-Thalas a ferry was still intact for the company's use, and on it they crossed over to the city.[5]

The greatest of the structures of Silvanost was the Tower of the Stars. Its beauty inspired the Tower of the Sun of the Qualinesti, so the forms of the two towers were quite similar. Each had a high central audience chamber with windows spiraling up the outer walls. And while the Tower of the Sun held mirrors which directed the sun's rays to all parts of the hall, the Tower of the Stars contained jewels which magnified the light of the two moons, sending red and silver moonbeams dancing on the walls. Also, the Tower of the Sun contained a mural in its dome, while the Tower of the Stars was dark, pierced by a single hole carved in the top of the tower, directing a shaft of moonlight to the dais far below, highlighting Lorac's throne and the dragon orb beside him.[6]

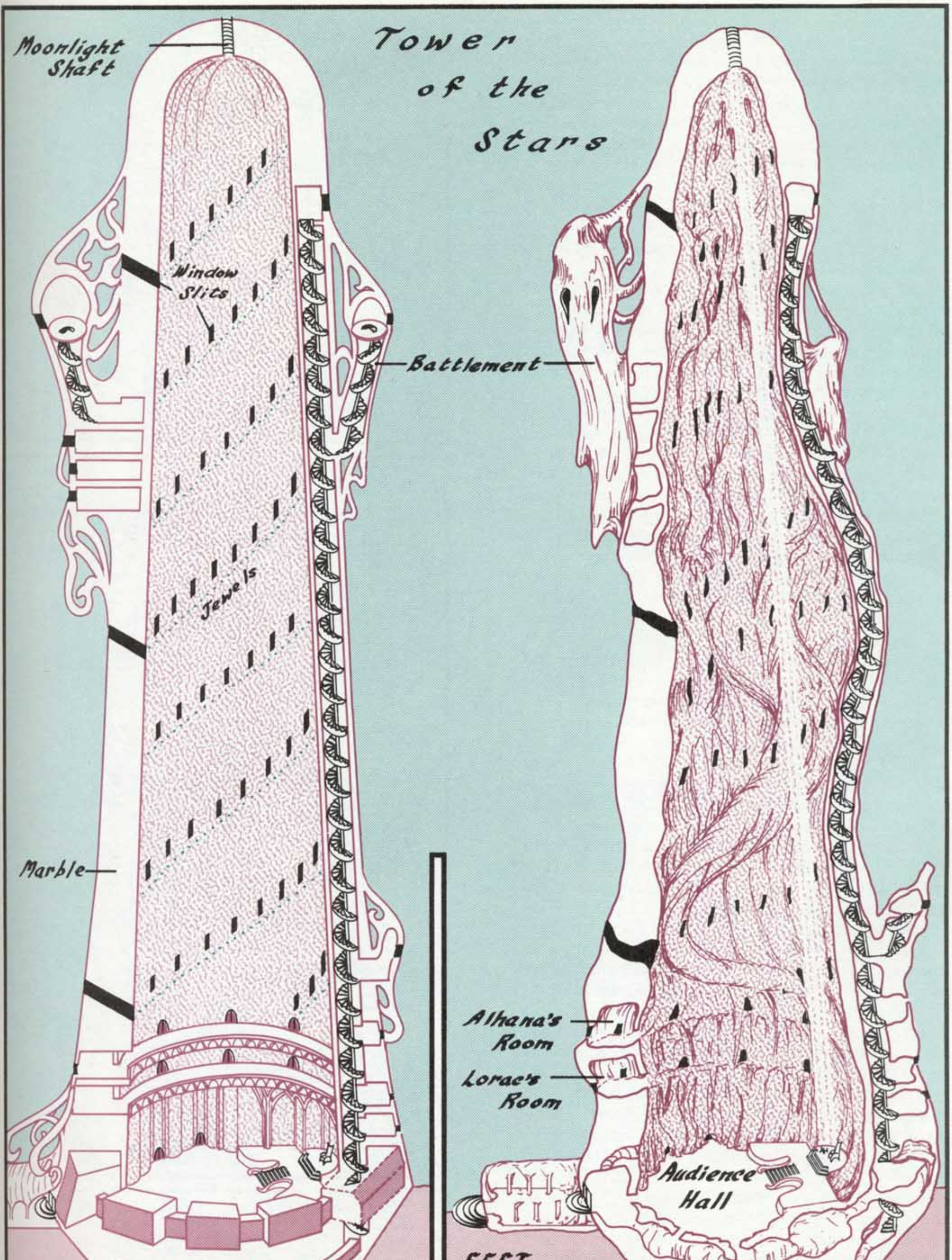
The power of the dragon orb destroyed the beauty of Silvanost. The forest trees were twisted and bleeding, and the very stones of the city were warped. As the elves originally had the power to reshape nature, so Lorac's nightmares had that same power. Thus, the Tower of the Stars was no longer a thing of beauty. It glowed with a malignant green light, and its passages and rooms writhed within the living stone.

Nevertheless, most of the locations encountered by the company in the attempt to reach Lorac were illusionary.[7] With the destruction of the dragon and the awakening of Lorac the illusions disappeared and Silvanost was seen in reality. The Tower was hideously misshapen but still habitable, with Lorac's and Alhana's sleeping rooms intact.[8] Weeks after the departure of the heroes with the dragon orb, Alhana's touch of the Starjewel to Lorac's grave began the return to beauty. But only the power of the rest of the Silvanesti elves made it possible to reclaim the glory of the past.[9]





Silvanesti
The Tower Shalost



The Tower of the Stars:
Pre-War
Mid-War

Port Balifor and Flotsam

As the companions journeyed from Silvanost in search of transport to Sancrist, they determined that the Blood Sea was the fastest route, despite its being virtually surrounded by enemy territory. The first village they reached was Port Balifor on the southwest coast of Balifor.

Barren, rolling steppes rose behind the sheltered cove of Port Balifor. The buildings lay at the foot of the steppes, with half the town constructed above the tidal flats and the remainder having "grown out onto the pilings of the many wharves and piers."[1] In spite of the protection of the bluffs, Port Balifor was walled and had guarded gates.[2]

While in the town, the companions stayed at the Pig and Whistle tavern, so called because of the appearance of the owner's face and the tendency of the loose-fitting windows to whistle in the wind off the Bay of Balifor.[3] Other than its unusual name the tavern inn was not remarkable, having the usual common room and a few sleeping rooms.[4]

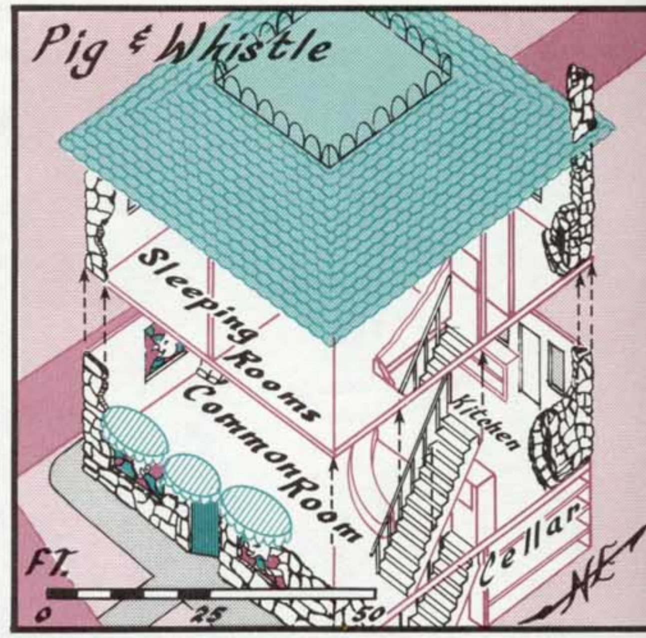
The end of the overland journey was at a similar but less sleepy port: Flotsam. Flotsam lay on the southwestern edge of the Blood Sea and had collected both the physical flotsam (from destroyed Istar) and the cultural flotsam of the area.[5] The port occupied a cupped vale which held a sheltered bay and was surrounded by hills, with the woods hewn to clear land for cultivation.[6]

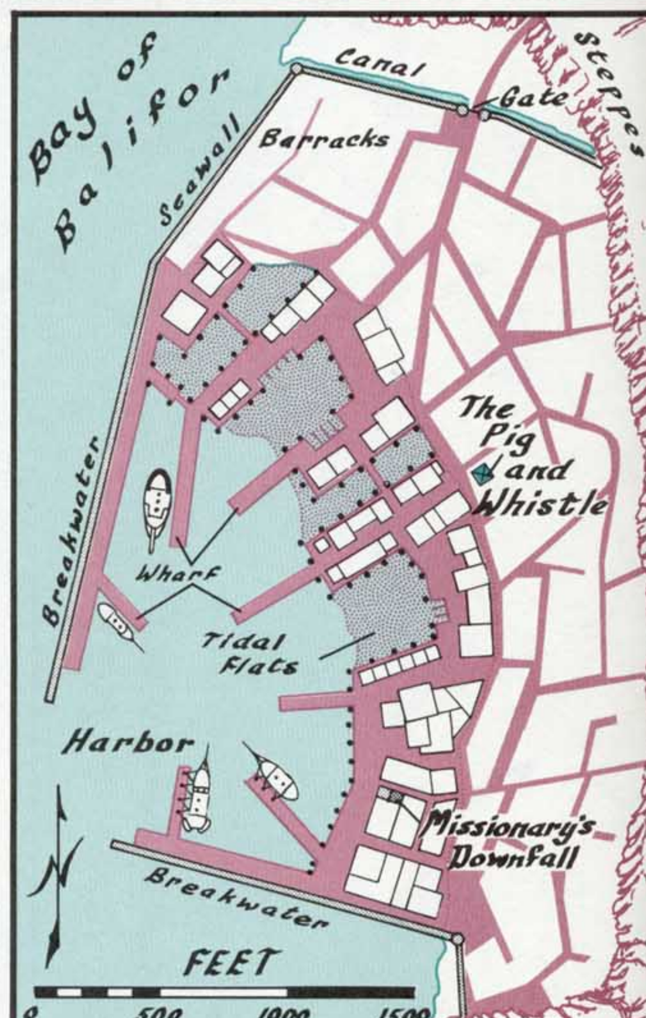
Flotsam's city wall meandered along the village perimeter for almost two miles, with 30-foot guard towers every 600 feet, and three portcullis gates at the major roads.[7]

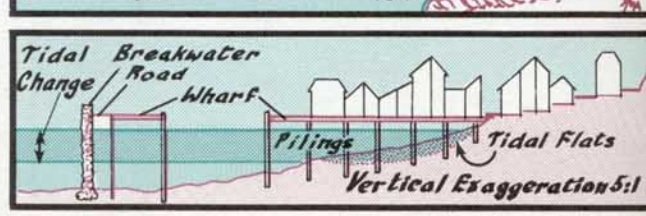
The presence of the dragonarmy was evident throughout the port, but was concentrated in two locations: the north shore and the south peninsula. The north bayshore road passed the dragonarmy's barracks before ending at the prison. On the opposite side of the bay was the Rock, a rugged headland which could effectively function as a fortress. Only one road climbed onto the cliffed area, and it was blocked by a secondary wall and gate. The 30-foot seaward bluff was the site of both Fewmaster Toede's Manor and Treasury and the Saltbreeze, the best inn in Flotsam in which Dragon Highlord Kitiara had an upstairs suite.[8]

The rest of the populace and visitors lived and worked between the two army-occupied portions of town. The town's marketplace, with its bars and brothels, was centrally located just behind the wharf area. Upon entering Flotsam by the center (southwest) gate the companions took a room at The Jetties, the first ramshackle inn they saw near the edge of town, several blocks south of the wharf area. There were rooms available for the companions, although Tanis's was given to a newcomer after his absence. Unbeknownst to the heroes the inn's cellar was the secret hideout for rebel bandits; a sewer access connected the inn to the harbor.[9]

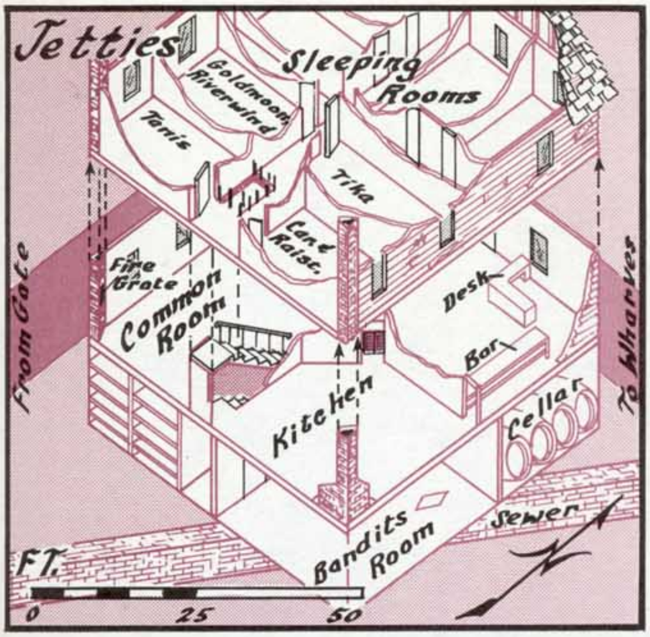
Flotsam's harbor was about 2,000 feet in diameter, and its wharves reached very deep water in the center. In addition to the natural protection given by the rocky peninsula, a breakwater tipped with a tower beacon barred all but a narrow entrance.[10] The wharves exemplified the mixed status of Flotsam: it provided harborage for vessels of pirates, merchants, and dragonarmy mercenaries.[11] The Perechon was anchored at the end of one of the southern wharves, where the company could reach her without passing into the guarded areas, and where the ship could escape the harbor without immediate pursuit.[12]

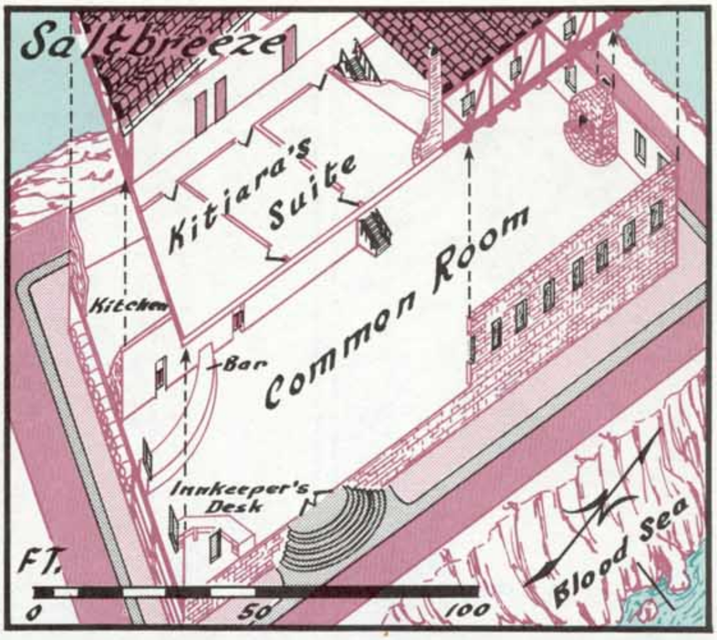


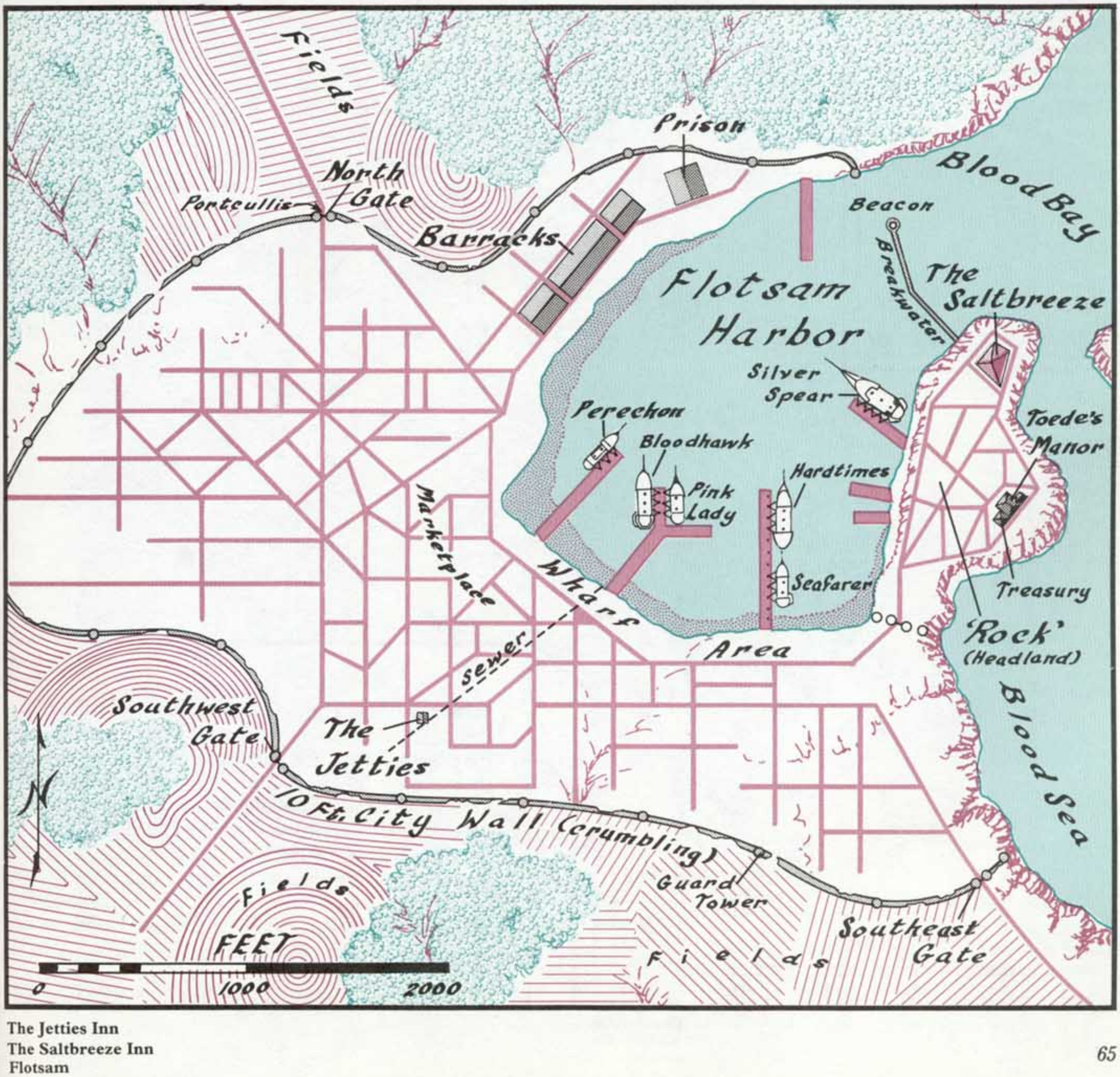




The Pig and Whistle Inn
Port Balifor
Cross-section

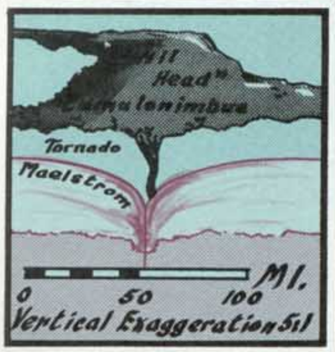


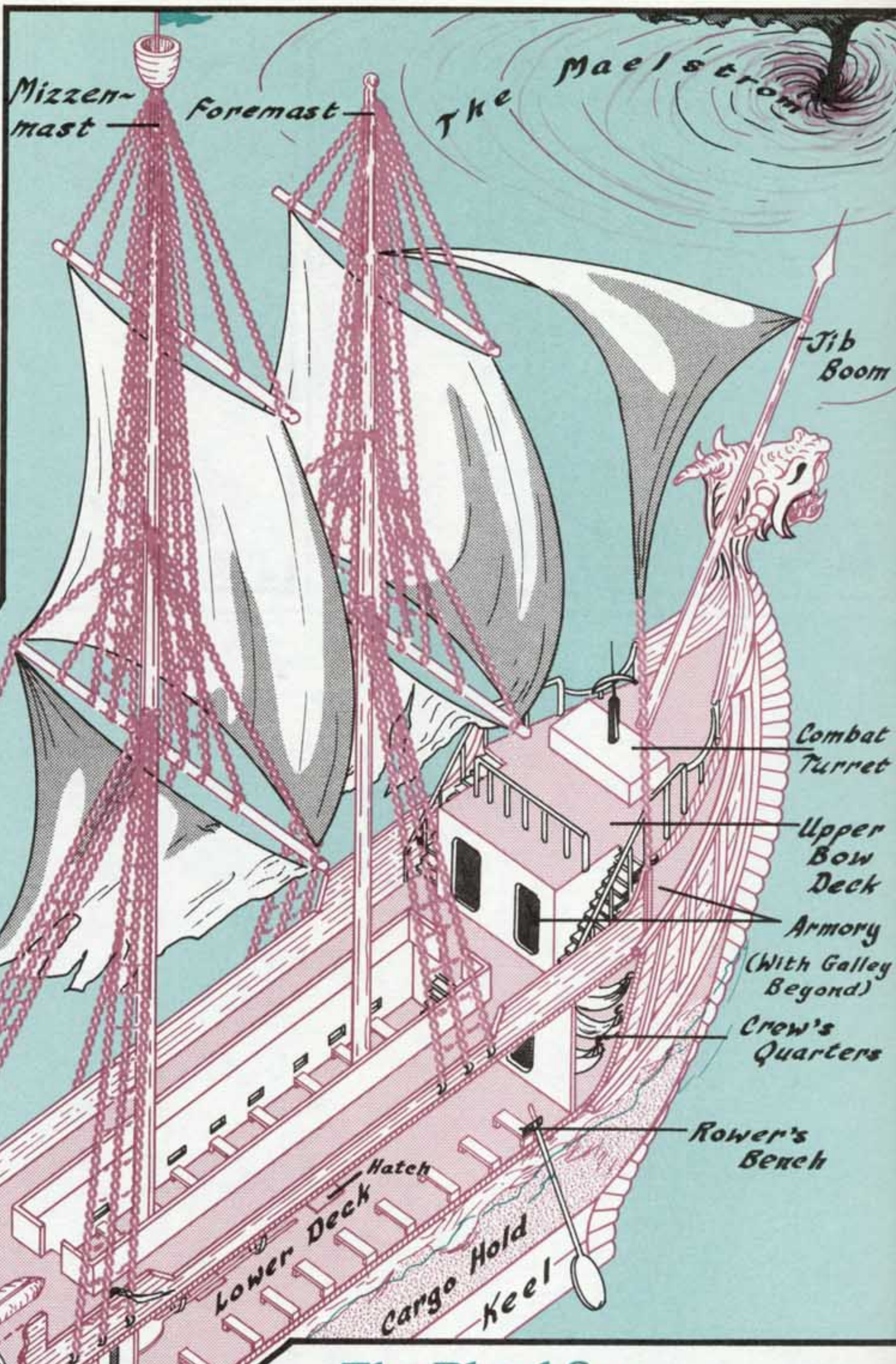


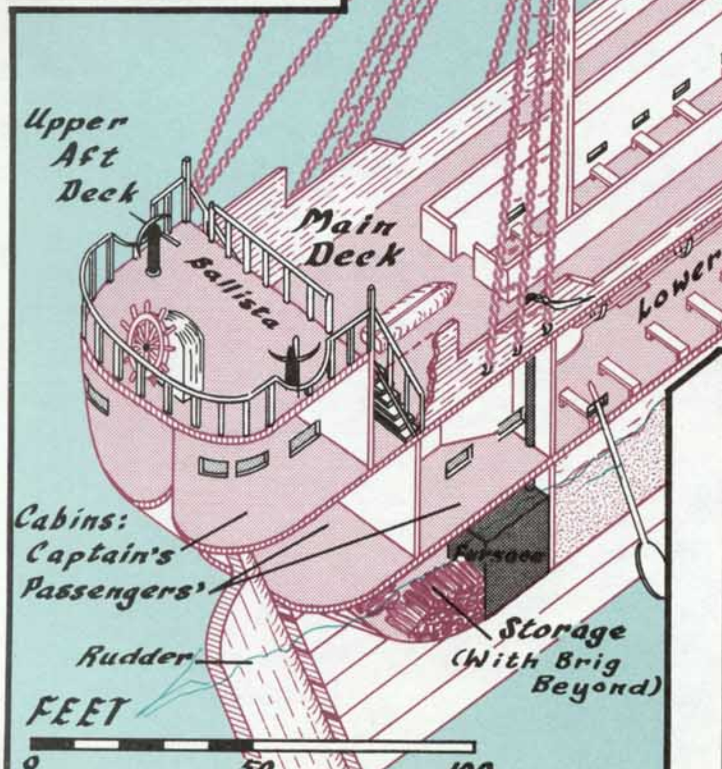


The Jetties Inn
The Saltbreeze Inn
Flotsam









The Blood Sea

Setting sail from Flotsam, the company headed for Kalaman.[1] The *Perechon* was maneuverable enough to evade the galleons of the dragonarmy.[2] The ship was 25 feet at the gunwales by 140 feet fore to aft, and had two masts. Decks rose in the stern above the captain's quarters and in the bow over the galley and armory. The lower deck contained quarters for crew, while the cargo hold included a brig and a gnome-invented wood-burning engine.[3]

The ship entered Bloodbay, and beyond, the Southern Blood Sea.[4] With Kitiara and her dragon in close pursuit, Berem steered the ship into the Outer Reaches of the Blood Sea with such force that the mizzenmast broke.[5] Thus they were drawn into the heart of the Maelstrom.

The Perechon
The Blood Sea
Cross-section

Istar

When the heroes were swept from the Perechon they awoke to find themselves in strange rooms in ancient buildings. No clue to their location was given by Zebulah in his brief visit (except to Tika who, with Caramon, was in a different part of the ruins).[1] As the heroes pursued Zebulah through his refuge, attempting to learn more, they passed through "broken corridors and vast pillared halls," and later saw him passing the lower end of a spiral stairway.[2] When two passages diverged and the heroes split, Tanis's path ended at a large room which held the secret of their location. On an immense table was an intricate model of a city—a city centering on a towering temple—ancient Istar.[3]

Pre-Cataclysm

It is impossible to consider the ruins of Istar without first envisioning the ancient city. Two years after the War of the Lance, Caramon returned to an Istar far different from the one he had seen at the bottom of the Blood Sea. With Tasslehoff and Lady Crysania he was sent through time to Istar just prior to the Cataclysm, where he saw the ancient city in all its glory.[4]

Istar of the Kingpriest was preeminent in commerce, government, and religion. The original size of Istar may have been far larger than the area which survived the Cataclysm. The growth into Lordcity probably forced expansion beyond the constricting city walls. Within the walls Istar's streets radiated from the Great Temple in the center, with connecting streets giving the whole the appearance of a spiderweb. The busy city's ever-mounting success was reflected in its sumptuous design and construction. As Tanis saw in the intricate model, there originally were "delicate spires . . . white domes. Stone archways spanning garden boulevards . . . great pavilions and columned palaces. Domes made of glass cradling summer flowers amid the winter snows."[5]

Although Istar lay on a large lake, none of the characters visited the waterfront.[6] The specific locations mentioned were: the marketplace where Caramon, Tasslehoff, and Crysania first arrived in the city and where the warrior and kender were sold into slavery; the jail where the two were held temporarily; the smith shop in which slavery collars were attached; the School of Games, an arena where Caramon was trained and housed for performances as a gladiator (with Tasslehoff in tow); the Tower of High Sorcery (abandoned not long before); and the Great Temple where Crysania was taken for healing and where Raistlin conquered and became Fistandantilus, occupying his quarters and his secret laboratory.[7]

Post-Cataclysm

Although much of Istar was damaged and only a few parts had air pockets, making them habitable by KreeaQUEKH (air-breathers), the city was plunged downward rather than destroyed.[8] It lay in a basin surrounded by mountainlike cliffs which protected the sunken structures from the maelstrom. Only in the center of the city was the current in full force, for there the lower spout of the whirlpool was drawn into the vortex winds in "The Pit" which extended ever downward to the Abyss, unholy site of the once holy temple that vanished.[9]

The area within the mountains was slightly less than a mile in diameter, a relatively small area.[10] Considering Istar's past importance, the basin could encompass only the most built-up portion of the ancient city. The structures were densely spaced and multistory, so mere surface areas were misleading.[11] In addition to the surviving buildings of Istar, caves had developed below and within the city, making a conglomerate of natural and artificial, surviving and collapsed, dry and flooded locations.[12] The sea elves and KreeaQUEKH usually occupied the upper ruins, while evil creatures lurked below—minions of the King of the Deep.[13]

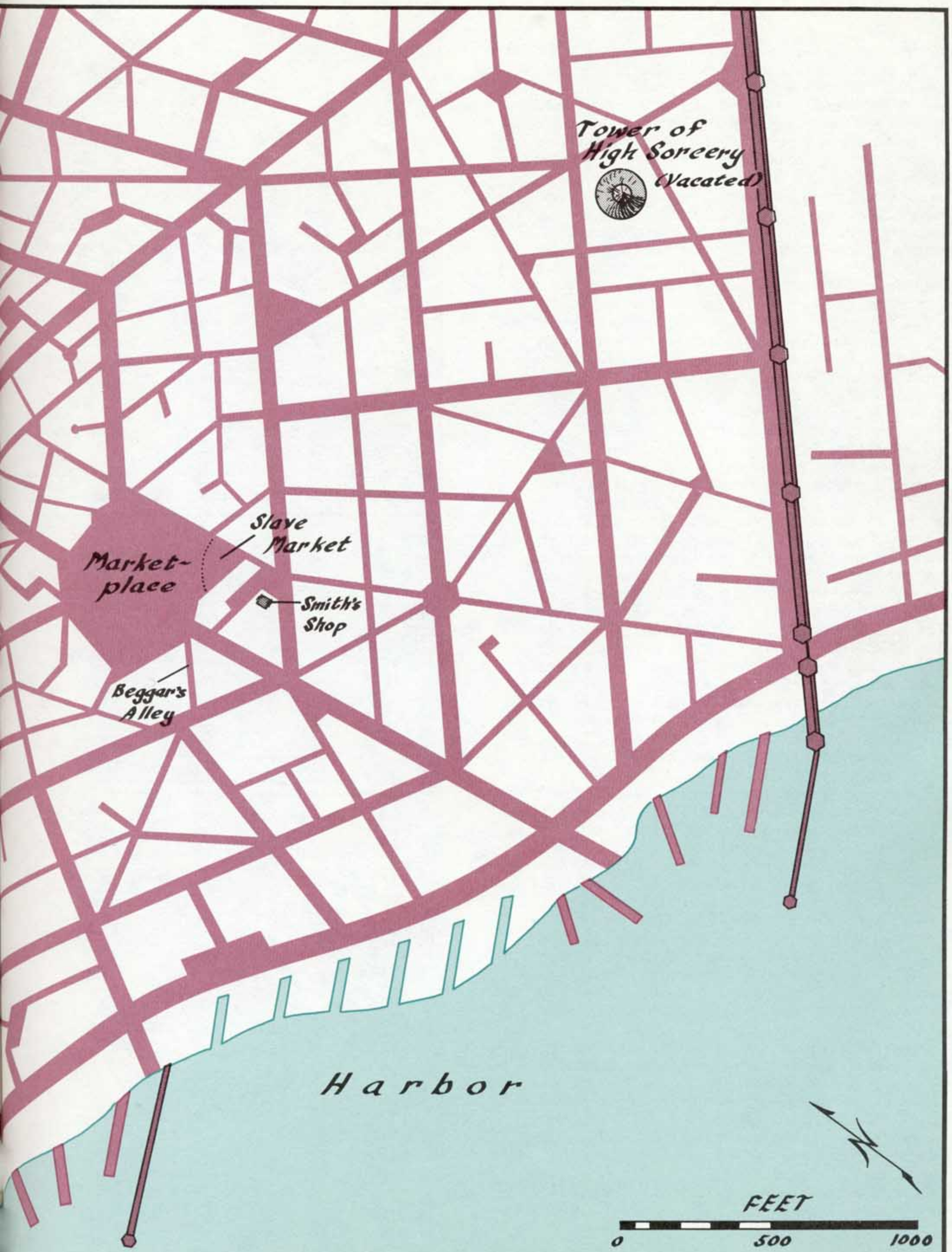
The two detailed areas of Istar were Zebulah's Refuge and the Pit of Istar, labyrinth of the King of the Deep.[14] Zebulah's Refuge was part of the ancient city, while the Pit was formed during the Cataclysm. The location of the refuge was not given, but the inclusion of the tower with the city model welcoming visitors to Istar suggested a site either near a city gate or near the city center. The latter was shown for several reasons: convenience to the Maelstrom for rescue of the heroes; proximity to the Pit of Istar in the attempt to battle the King of the Deep; and importance of structures in the original city, such as the magic fountain and the old banquet hall.

The functions of the rooms in Zebulah's Refuge were modified to fit post-Cataclysmic circumstances. The banquet hall became a greenhouse; a pillared room held sponge couches and a waterfall for the comfort of sea elves; Zebulah's quarters contained a bed held by a huge shell; and one room was the repository for two dozen dragonlances possessed by the sea elves even before their occupation of sunken Istar.[15]

The pit area was a twisting series of passages and caverns filled with lairs and the gathering places of evil creatures. Several of the caverns had shafts which ascended to the central courtyard of the city.[16]



Istar: Pre-Cataclysm


Tower of
High Sorcery
(Vacated)
Slave
Market
Market-
place
Smith's
Shop
Beggar's
Alley
Harbor
FEET
0
500
1000

The School and the Temple

Caramon and Tasslehoff were taken to a huge, ancient, stone stadium in which gladiatorial games were performed. The curve of the outer arena walls was broken only by occasional towers on which pennants proclaimed game days and by massive wooden doors for admission of the public.[1] The slave gladiators occasionally gained freedom by removing one of the stone blocks in the wall.[2] In the center of the open-air arena four platforms were separated by the "Death Pits"—sunken areas filled with boiling oil, hot coals, fire, and assorted machinery. Steps ascended to the platforms from the access tunnels, and bridges crossed the Death Pits connecting the platforms. In the center of the arena was the Freedom Spire, which held the key to the gladiators' iron collars.[3]

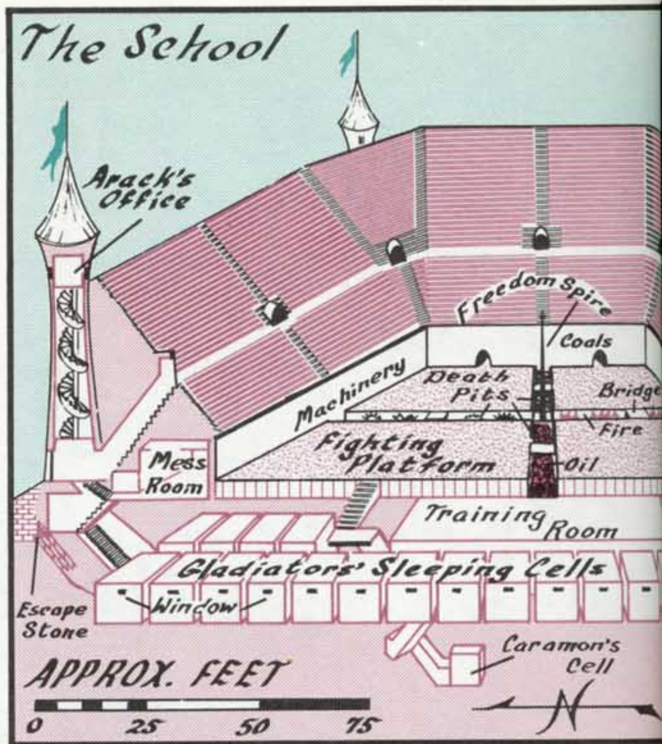
In one of the towers Arack, the school owner, had his office.[4] The bulk of the rooms lay below the public level of the arena where there were areas for training, eating, sleeping, and equipment storage. The mess hall seated about 30.[5] Caramon and Tas's sleeping room was slightly below ground level, and was so tiny that "it looked more like a prison cell."[6] Far below ground level was a tiny, windowless cell in which Caramon was fettered.[7]

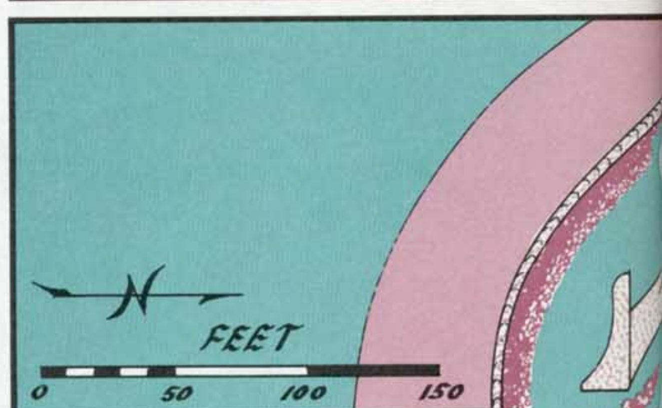
The heart of Istar was the Great Temple of the Kingpriest. When Tanis saw the model of the temple in sunken Istar, he thought it the most beautiful he had ever seen.[8] The tower stood in the midst of the central plaza, but it was surrounded by a myriad of gardens, pools, and fountains.[9] Rising above its many wings and courtyards were seven spired towers. The six outer towers seemed to rise upward in praise of the heavens, but the central tower soared far above the others in pride and arrogance.[10]

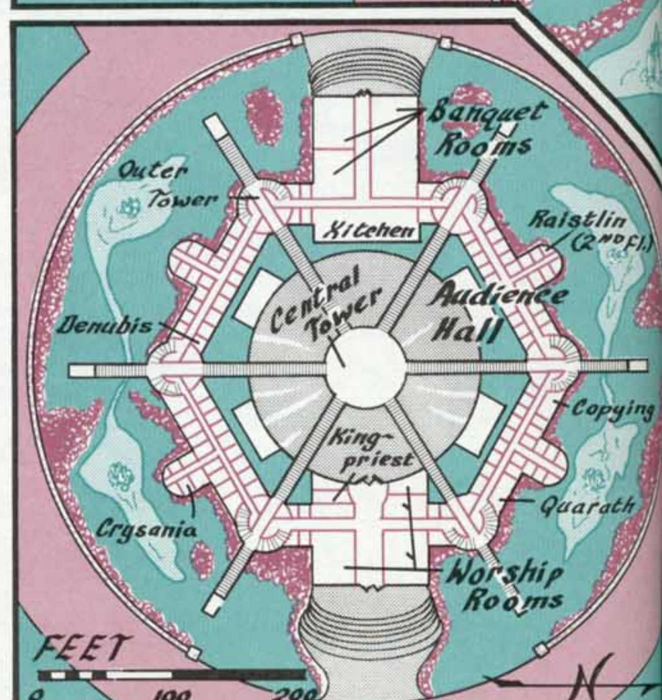
Only scattered portions of the temple were described. The most important was the Audience Hall of the Kingpriest. The floor of the huge circular room flowed up the walls, forming a rose. A frosted crystal dome soared above. A mosaic of blue swept from the center of the floor, up the steps, and onto the dais in the alcove of the throne. Although only candles lit the hall, all was brilliant except one dark corner in which Fistandantilus was seated.[11] Several exquisite, huge antechambers surrounded the central hall.[12]

The Kingpriest's apartments near the Hall of Audience were described as splendid.[13] Quarath had a small but luxurious room near the Hall of Audience.[14] Denubis, a far lesser cleric, was housed on an inner courtyard in a room which was relatively austere, yet "filled with every conceivable luxury by Krynnish standards."[15] Crysania's room was so splendid that she thought it unnecessarily lavish, even for a guest room.[16] Raistlin/Fistandantilus's room was sparsely furnished, and although it lay in a wing no less beautiful than the rest, the other rooms were empty in fear of his presence.[17] Scattered locations such as kitchens and copying rooms, and the room from which the children's choir could be heard, were also mentioned.[18]

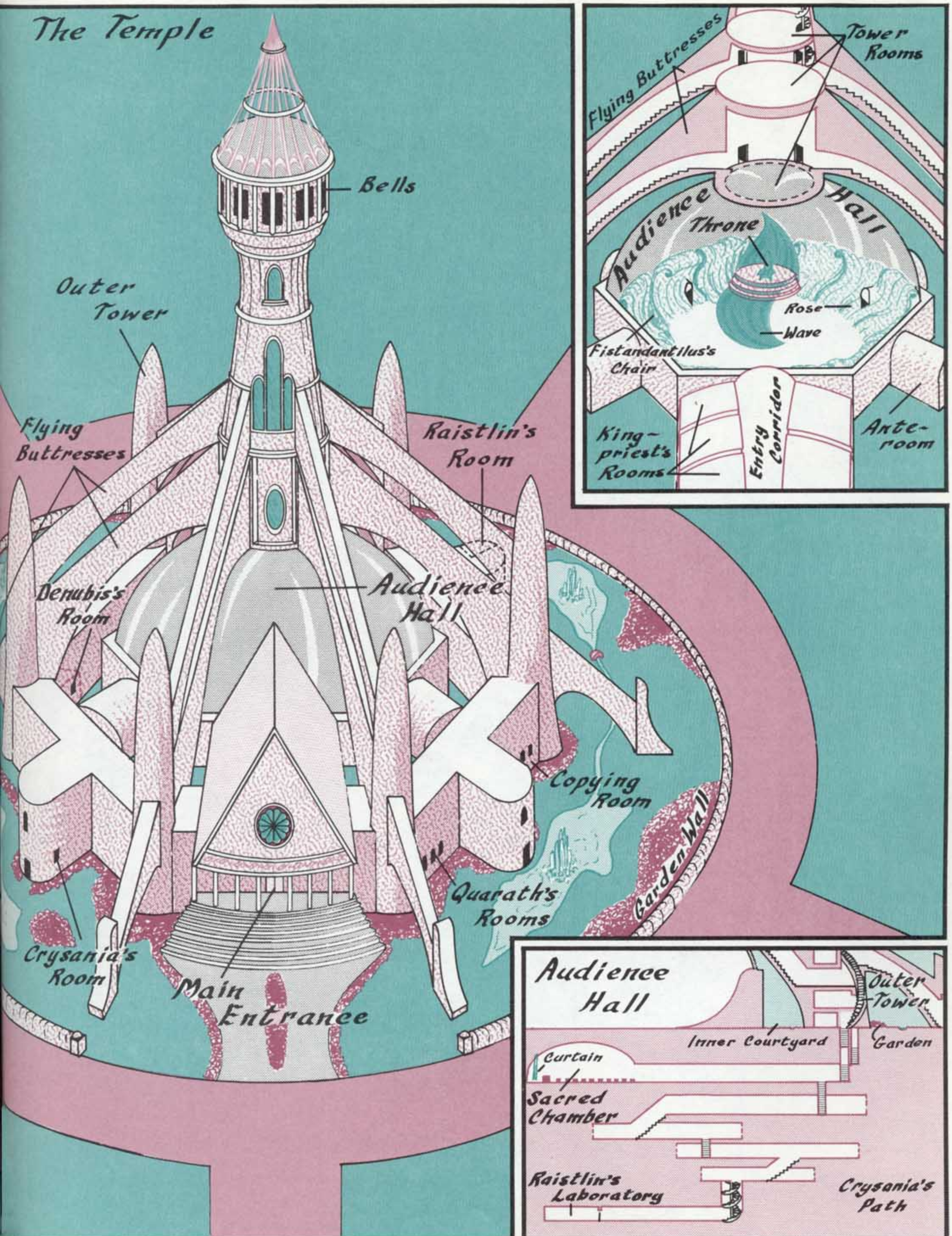
On the day of the Cataclysm the Kingpriest and clerics all gathered in an inner sanctuary, the Sacred Chamber of the Temple. Tasslehoff, hidden behind the altar and curtains, could hear the bells of the tower from directly above him.[19] As the Kingpriest made his demands of the gods and the fiery mountain began its descent, Tasslehoff followed the fleeing Crysania "down, down, down . . . hidden staircases . . . secret doors . . . [to a] dark narrow hallway . . . Raistlin's laboratory," carved by Fistandantilus in secret far below the temple.[20]





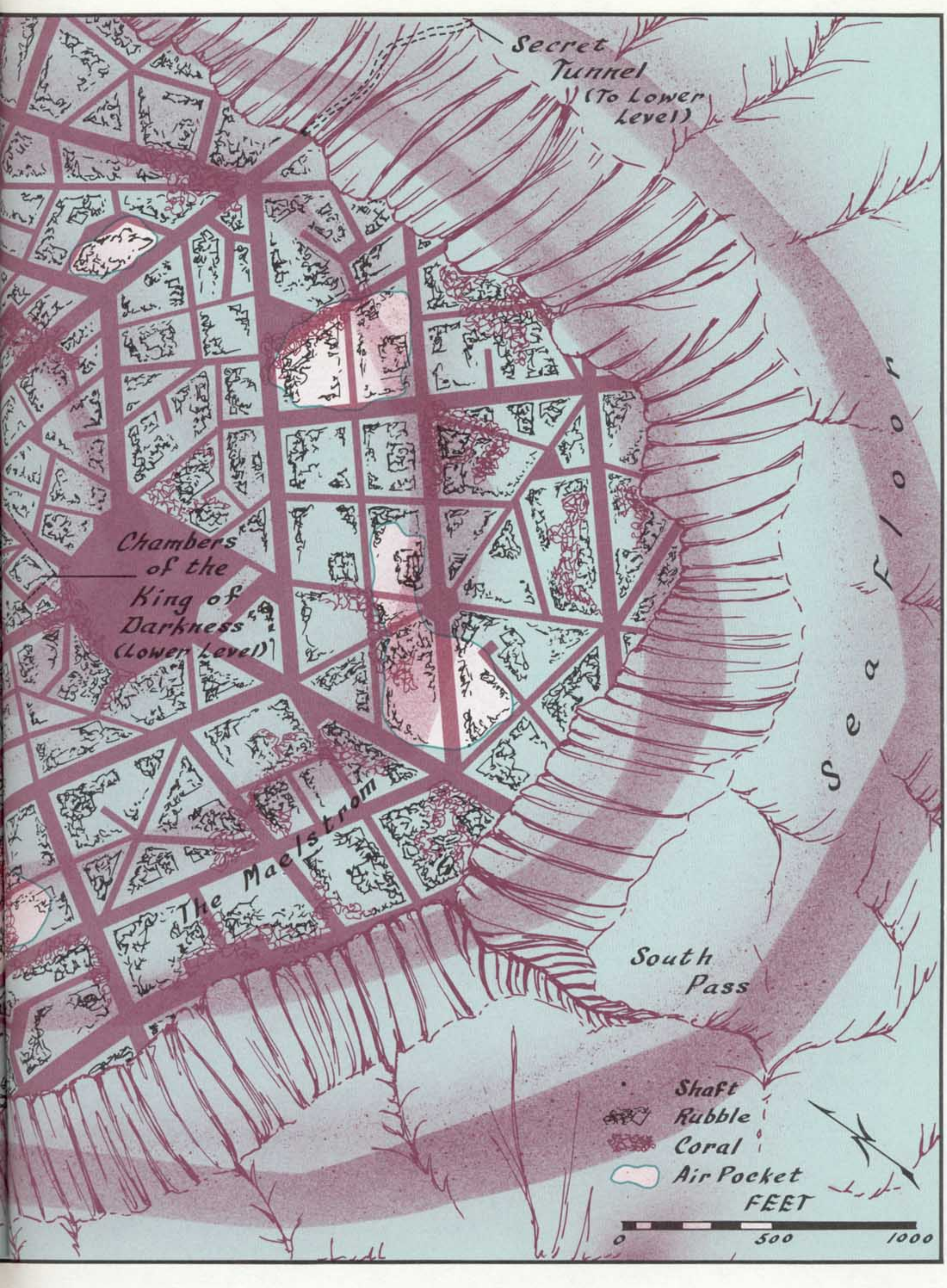


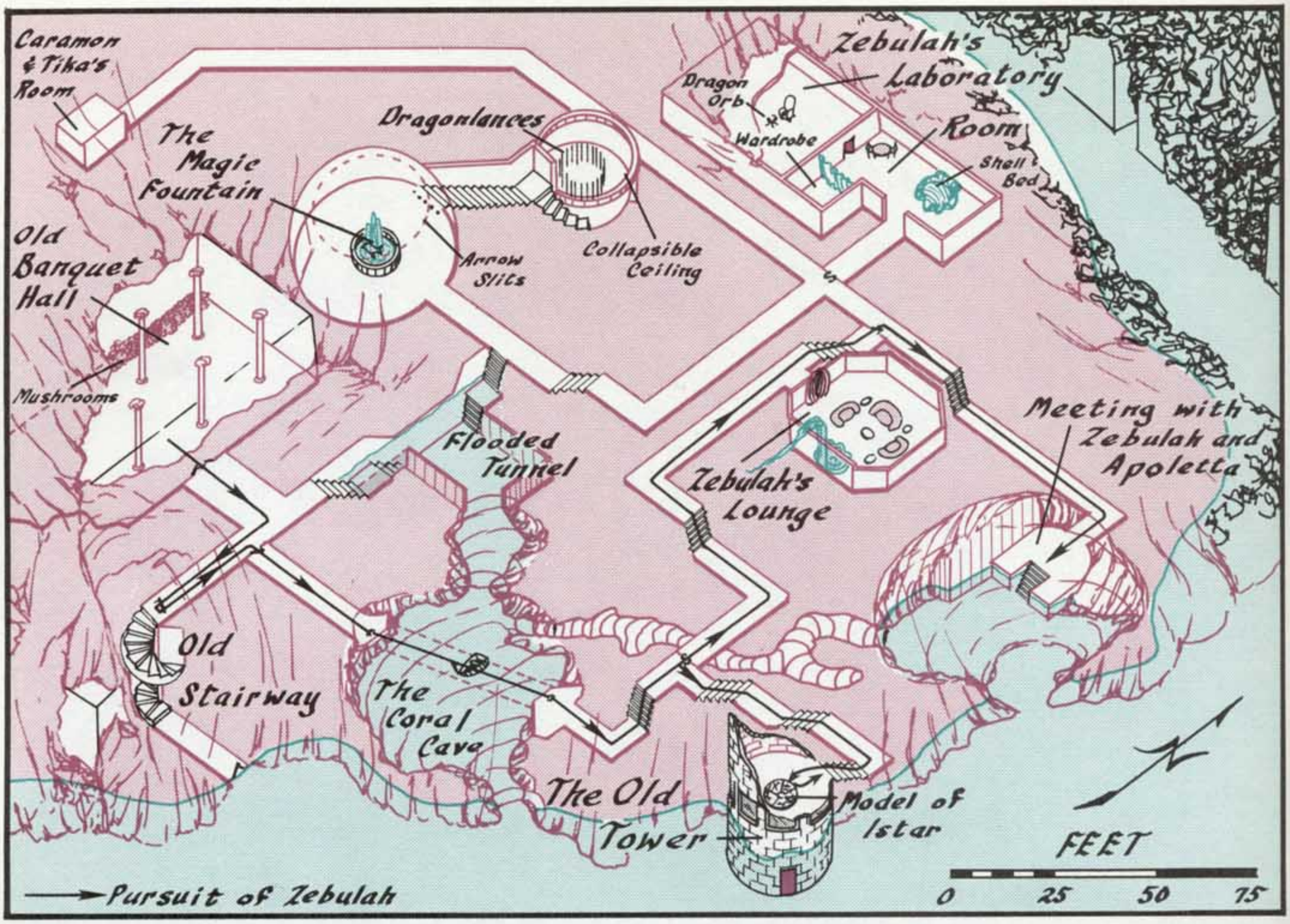
The School of Games
The Temple: Interior

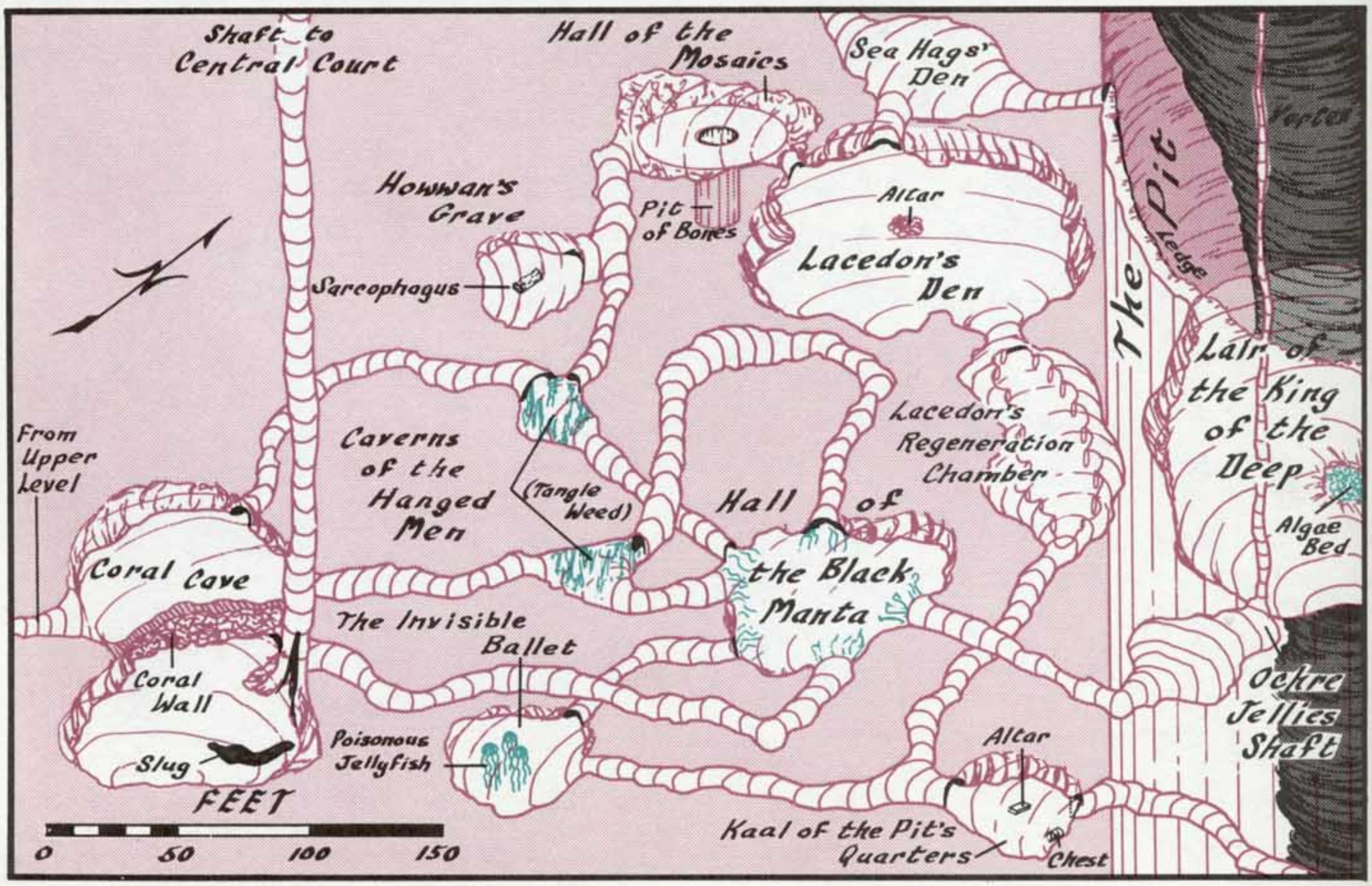


The Temple: Exterior
The Hall of Audience
Lower Temple Levels


The Pit
Northwest Pass
Central Court
Old Tower
Zebulah's Refuge
Old Hall
West Pass


Secret Tunnel (To Lower Level)
Chambers of the King of Darkness (Lower Level)
The Maelstrom
Sea Floor
South Pass
Shaft
Rubble
Coral
Air Pocket
FEET
0
500
1000





Zebula's Refuge
The Pit

The West

The West

While Tanis's group journeyed through the east, Flint's contingent traveled to Ice Wall Castle, retrieving a dragon orb and broken dragonlance. With these they sailed northwest from Ice Mountain Bay on the way to Sancrist, haven for the Knights of Solamnia.[1] En route they were attacked by a white dragon, and the ship crashed into the rocks off South Ergoth. Thus, they entered a land they had never meant to visit.

Pre-Cataclysm

During almost 1,400 years before the rule of Istar, the Empire of Ergoth rose and fell from power. Prior to the Cataclysm these western lands were part of the continent (all but Sancrist), just as were the eastern lands of Istar.[2] The chief city of Ergoth was Daltigoth, a centralized location at the time.[3] Ergoth's expansion began about 2600 P.C., and by 100 years later reached Silvanesti. By 1250 P.C. Ergoth's fall was imminent, for Vinas Solamnus realized the injustices of Ergoth's rule and sided with the eastern provinces. Over the next decade the land was in revolt, and by 1241 P.C. Ergoth was forced to much-reduced boundaries.[4]

For 400 years prior to the rise of the Empire of Ergoth, kender occupied the land of Hylo in what eventually became northern Ergoth. After the fall of Ergoth, Hylo returned to its independent state. The name Hylo (Hilo) was typical of kender, for it was simply a play on words (high-low) as the land was a bayshore lowland with mountains both east and west.[5]

Sancrist, the only island in the west, had been inhabited by gnomes "for as long as they could remember—and since they were the only ones who cared, they were the only ones who counted. Certainly they were there when the first knights arrived in Sancrist, traveling from the newly created kingdom of Solamnia."[6] The knights arrived sometime after 1225 P.C., and it was they who first gave to the gnomes the short name for their home: Mount Nevermind.[7]

Post-Cataclysm

The political fall of Ergoth, combined with the physical devastation of the Cataclysm, produced a land almost empty of people. The mainland portion of Ergoth was inundated from south and north along the pre-Cataclysm bays, and from west to east in the central and southern lowlands. The flooding left two large islands (Northern and Southern Ergoth) and three lesser islands (Crystar, Enstar, and Hostar). What remained of eastern Ergoth (after the rise of Solamnia) lay beyond the Straits of Algoni.[8] The kender lands of Hylo, here as in eastern Ansalon, had received so much coastal flooding that virtually all the major settlements were underwater. The city of Hylo on Northern Ergoth became a port city. It was uncertain if this survived the Cataclysm or was rebuilt on higher ground.

Most of the travels of the Heroes of the Lance were through Southern Ergoth. Here, once-mighty Daltigoth lay in waste following the destruction of its Tower of High Sorcery just prior to the Cataclysm.[9] It housed an advance contingent of ogres for the dragonarmies.[10] Once a land-locked city, Daltigoth later stood near the shores of Morgath Bay, the Bay of Darkness. North of the bay lay reminders of Ergoth's past: Ghostly Citadel and the Dead Plains. Only the eastern coast in and near Eastport was populated.[11]

In the southern part of the island were the elf lands. Once all inhabited by the Kaganesti "wilder elves," the land was now divided into homes for all three branches of the land elves. The Silvanesti, fleeing the fall of Silvanost, arrived early in the war and, with the forced aid of the Kaganesti, constructed their new city of Silvamori west of Harkun Bay.[12] The arrival of the Qualinesti produced new conflict when they settled land east of the bay. Once again the Kaganesti were pressed into service in building Qualimori. The Kaganesti were thus limited to the hilly lands between Thon-Sorpon and Thon-Tsalarian and the Mountains of Ergoth. Laurana feared that Thon-Tsalarian, the Kaganesti "River of the Dead," could in fact become Thon Tsalaroth, "River of Death."[13]

Following Thon-Sorpon, "The Silver Road," upstream to its source northwest of the Kaganesti lands, the company encountered the Mountains of Ergoth. Here the mountains joined from three directions, and at the heart of the juncture lay Foghaven Vale. Passes, though hidden, reached the vale from each of the three lowland areas: east from Morgath Bay, northwest from the land of the Knights' outpost, and south from the elf lands (a way known only to Silvara's "people.")[14] Before the Cataclysm pilgrims came through the east and northwest passes visiting Dragon Mountain and Huma's Tomb.[15]

Sancrist Isle was little changed by the Cataclysm, except for the addition of more mountainous land north of Mount Nevermind. Although Mount Nevermind was housed in an extinct volcano, the presence of "mining and gem-hunting" indicated that the new mountains were not volcanic.[16] In the southern land of Sancrist knights were scattered through "all parts," although the primary fortress was Castle Uth Wistan, which stood on the western shore of the island's only major river.[17] Across the river in the midst of a perpetually green glade was the Whitestone. The stone had been considered holy for time immemorial, a center of worship, blessed by the Kingpriest of Istar. It withstood the shock of the Cataclysm even while the land on which it lay broke apart. Only through the power of the dragonlance was it split asunder.[18]


Coastlund
Kenderhome
Hylo
Northern Ergoth
Gwynned
Mt. Nevermind
Thalan Bay
Whitestone Glade
Castle Uth Wistan
Sancrist
Gunthar


Cape Caergoth
Caergoth
Eastport
Dead Plains
Southern
Ergoth
Zhea Harbor
Morgash Bay
(Bay of Darkness)
Daltigoth
Eastern Wilderness
Wasted Lands
Knight's Outpost
Southern Forest
Foghaven Vale
The Glade
Silvamori
Qualimori
Rocklin Plains
Plains of Kri
Plains of Tothen
Harkan Bay
(Thunder Bay)
Straits of Algoni
Qualinesti
Forest of Wayreth
Towers of High Sorcery
Kharolis Mountains
Nostar
Enstar
Cristyne
Sirrion Sea
City or Fortress
Town, Village
Tower
Ruin
Roads, Fords, Bridges
Streams, Lakes
Woodland
Marsh
MILES
0 20 40 60 80 100 150

Qualimori

On both sides of Harkun Bay in Southern Ergoth, the refugees from Silvanesti and Qualinesti made their homes in lands formerly occupied only by the Kaganesti wilder elves.[1] When the ship taken from near the Ice Wall was destroyed by Sleet near Ergoth, the heroes escaped with the dragon orb to the west shore of Harkun Bay, only to be captured by Silvanesti elves.[2] Fortunately, Laurana convinced the Silvanesti to escort the companions to the Qualinesti camp, Qualimori.[3]

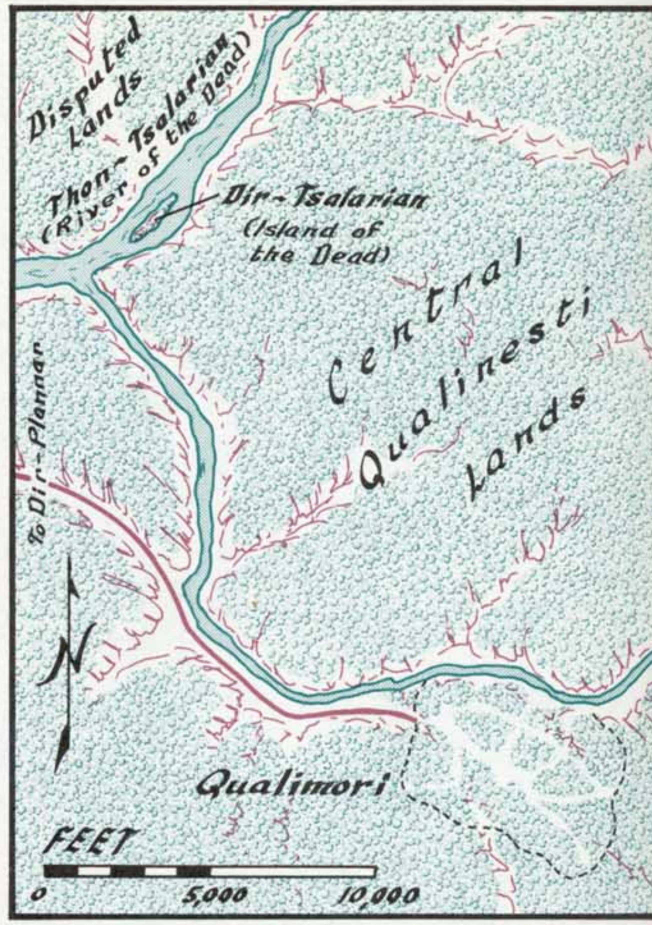
The Qualinesti reached Ergoth after the companions departed Qualinost in the fall, so there was little resemblance between the beautiful city they left and the camplike Qualimori in which they later dwelled. Although some attempt had been made to construct domiciles similar to those left behind, the crude wooden dwellings scattered through the trees were primitive.[4]

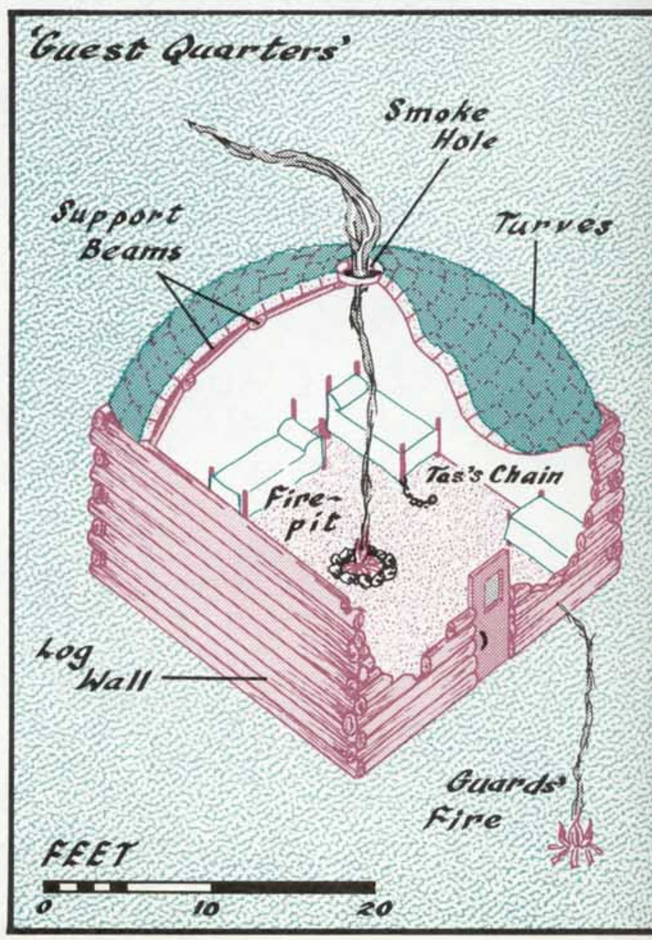
The house of Solostaran, the Speaker of the Suns, was constructed of wood and mud—built by the Kaganesti. Although the wilder elves considered it "a marvelously large and well-crafted dwelling, suitable for five or six families," it was occupied only by the Speaker and his wife. Even their elder son Porthios lived elsewhere.[5]

The main function of the dwelling was governmental. In absence of any other structure, the Speaker held audience and other meetings in the house. The prime room suitable for large gatherings was constructed of wooden walls with a "mud-covered dome of thatched grass" in which a throne rested on a dais of packed earth.[6] The feast held in honor of the return of Gilthanas and Laurana was apparently in another room (complete with fireplace).[7]

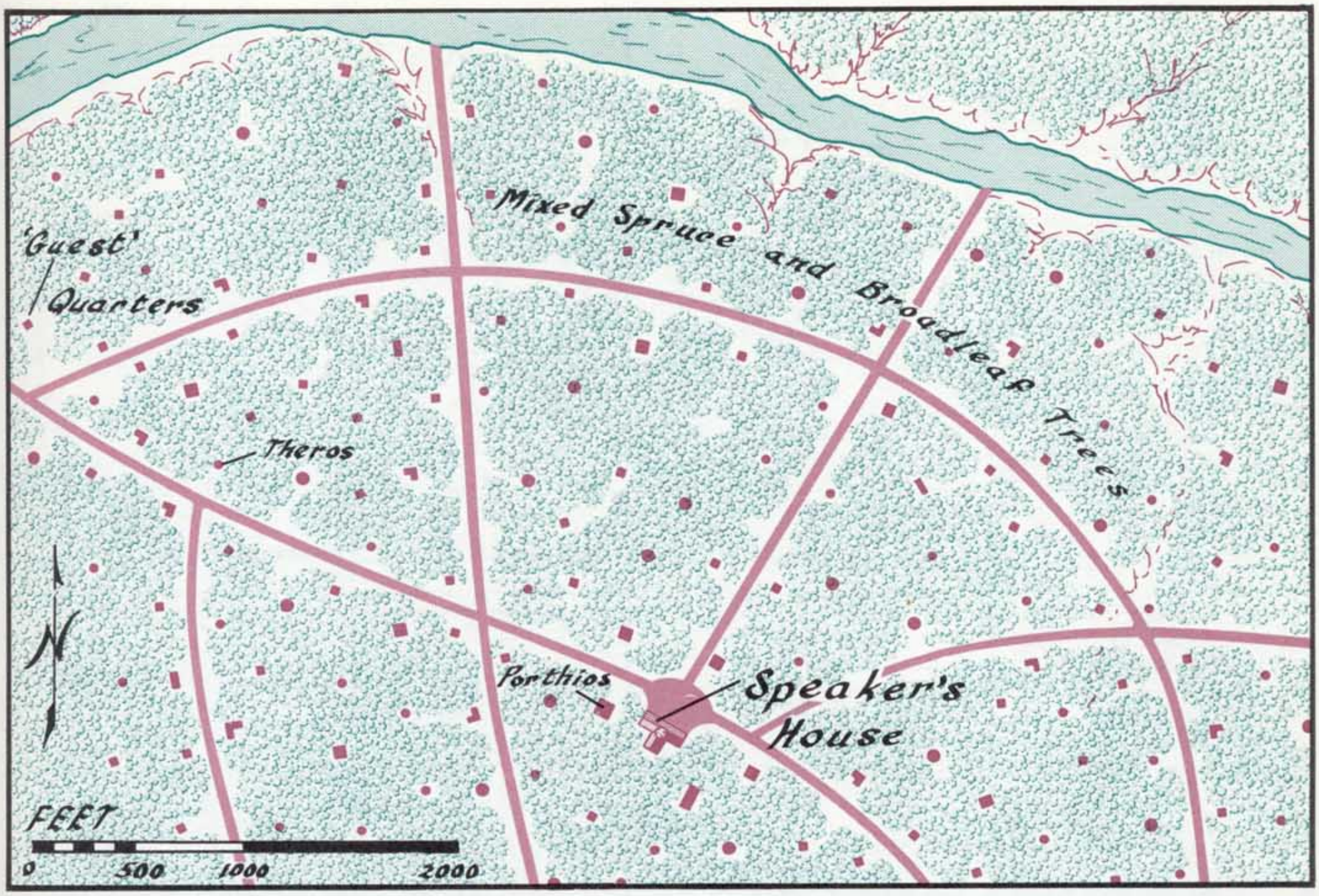
It was to the Speaker's house that the companions were taken when they reached Qualimori. From where he sat, writing, the Speaker could hear Porthios speak to the guards outside his door. From the same location he could see the door to his private sleeping chamber.[8] Although this seemed to indicate the door to the Speaker's work area might lead directly from outside, it was more likely that the guards he heard were those constantly posted by the door to his suite of rooms within the house (as Laurana later encountered when she and Silvara stole in to take the dragon orb from its chest at the foot of the Speaker's bed). Within the suite the Speaker's sleeping room was the third on the right after entering the hall.[9] Laurana and Gilthanas were given rooms in other sections of the house.[10]

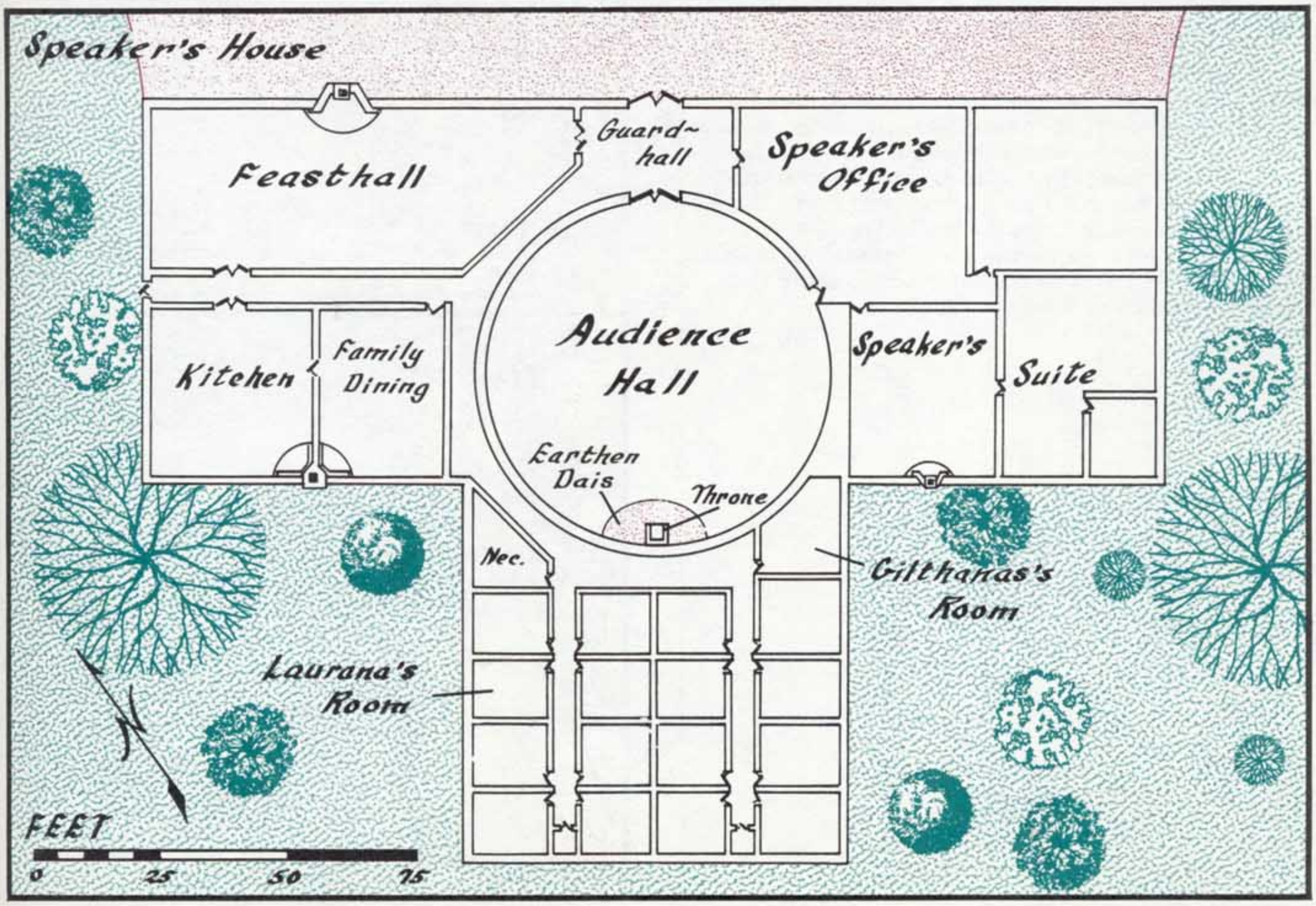
Following the feast the rest of the companions were virtually imprisoned in "guest quarters," a square log cabin with no windows and a single door, whose only other opening was the three-foot smoke hole in the domed roof twenty feet above the firepit.[11] The window through which Derek observed the guards sleeping at the fire was apparently in the door. Fortunately for the captives, Theros Ironfeld was able to scale the dome unobserved and assist their escape through the smoke hole.[12]





Central Qualinesti Lands
Guest Quarters





Qualimori
The Speaker's House

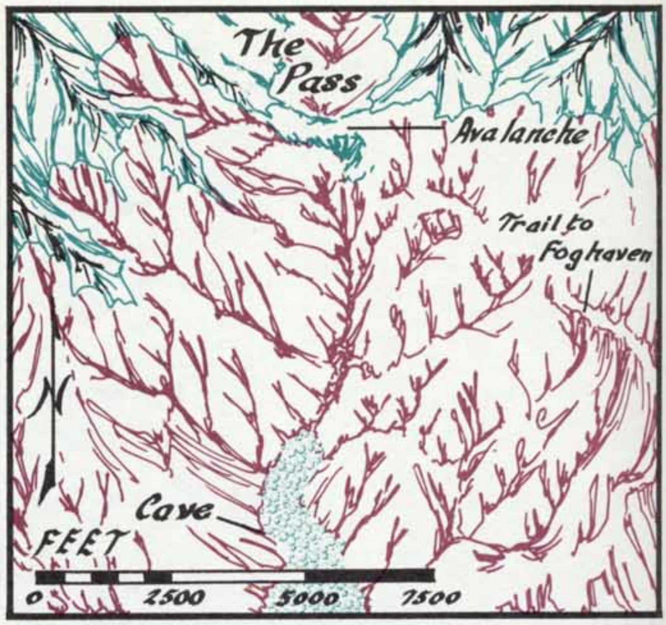
The Silver Road

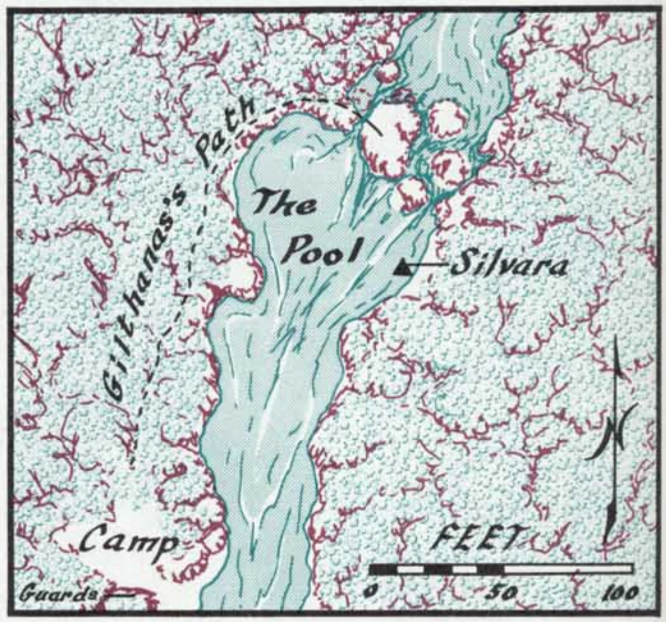
The companions hoped to reach a Solamnic outpost to the north after escaping Qualimori. Silvara and Theros Ironfeld led them in the most direct route, using the rivers Thon-Tsalarian, the River of the Dead, and Thon-Sorpon, the Silver Road.[1] Three sites of interest occurred on or near the rivers: Dir-Plannar, Silvara's bathing pool, and the mountain pass.

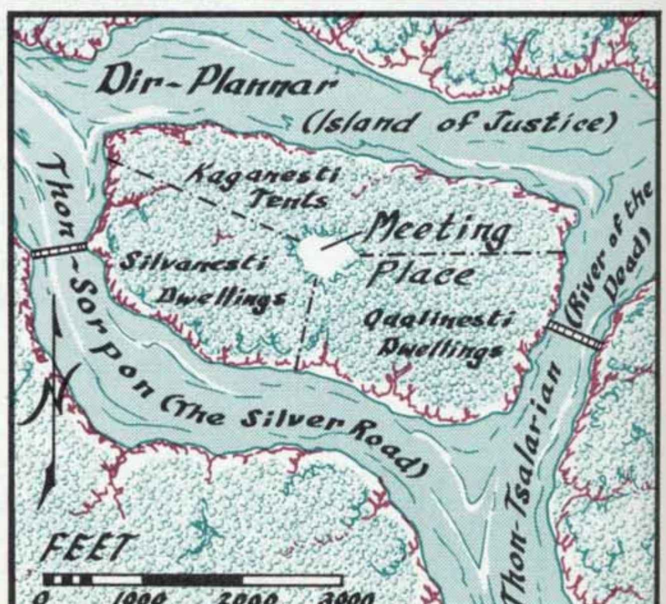
Dir-Plannar was the "Island of Justice,"[2] at the confluence of Thon-Tsalarian and Thon-Sorpon. Great arched bridges of stone and wood spanned the waters east and west of the isle to the lands of the Qualinesti and Silvanesti, but the Kaganesti traveled there only by water. Once one of the wilder elves' Isles of the Dead, the island was intended for joint meetings of the estranged kindred and held dwellings for members of each race. But until the companions took the dragon orb from Qualimori, no meetings of all three kindred had occurred since before the Kinslayer Wars.[3] As the companions left the smooth waters of Thon-Tsalarian, they passed the isle on the north and struggled upstream against the swifter current of Thon-Sorpon.[4]

A day's journey from their point of embarkation, the company camped in the woods on the shores of the Silver Road. When most of the travelers were asleep, Silvara silently departed the camp, going to a nearby pool to bathe.[5] Under the light of the silver moon, the origin of the river's name shone forth as the silver particles in the water were set aglow. Near the camp the river water flowed into a small pool trapped among boulders. The pool was shallow enough near the edge for Silvara to stand no more than thigh-deep while washing. On the north were the rock steps over which the water ran, yet the flow was broken by boulders large enough to provide a pathway to the far side where Silvara entered.[6]

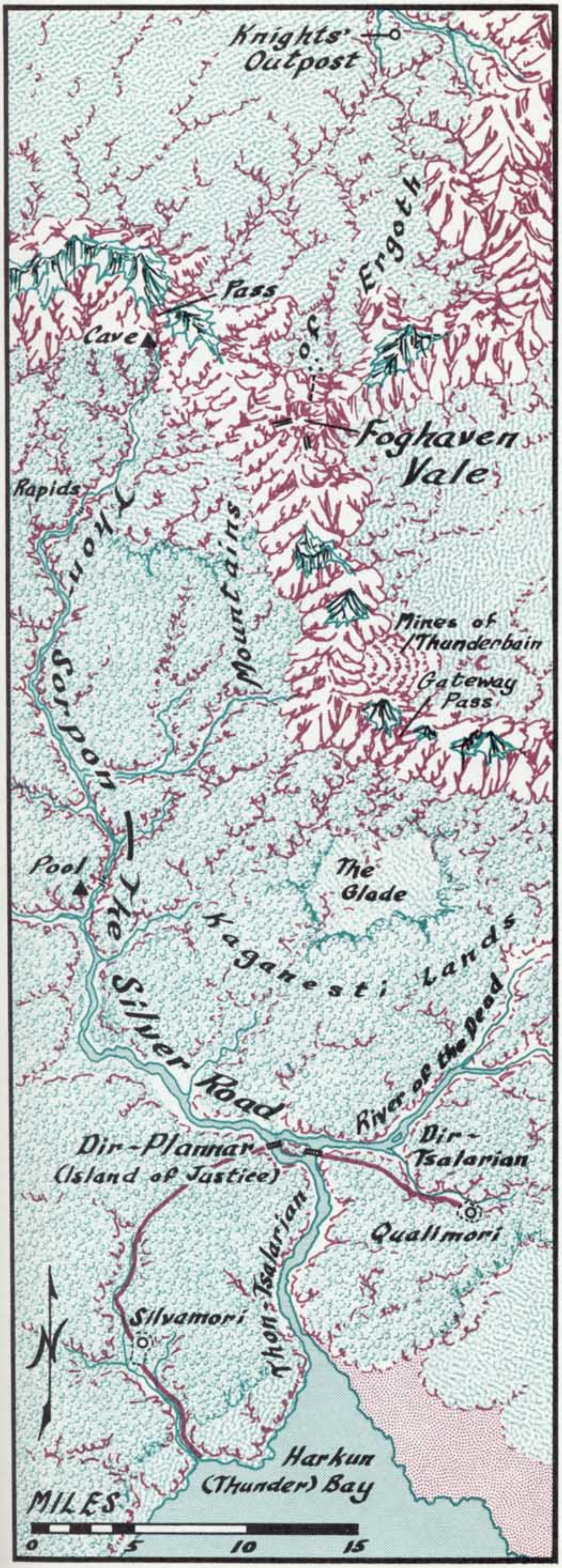
Traveling upstream beyond the rocky pool, the company undoubtedly had to portage. By the next noon they could no longer navigate the river, as rapids barred the way. The company left the Silver Road and continued on foot toward a pass that was probably cut by some tributary of Thon-Sorpon.[7] Finding footprints in the snow outside their cave below the pass, Silvara sent Sturm and Derek over the mountains to the knights' outpost (bearing the dragon orb), initiated an avalanche to cover their trail, then led the rest of the company east to a destination known only to herself: Foghaven Vale.[8]







The Pass
The Pool
Dir-Plannar



The Silver Road

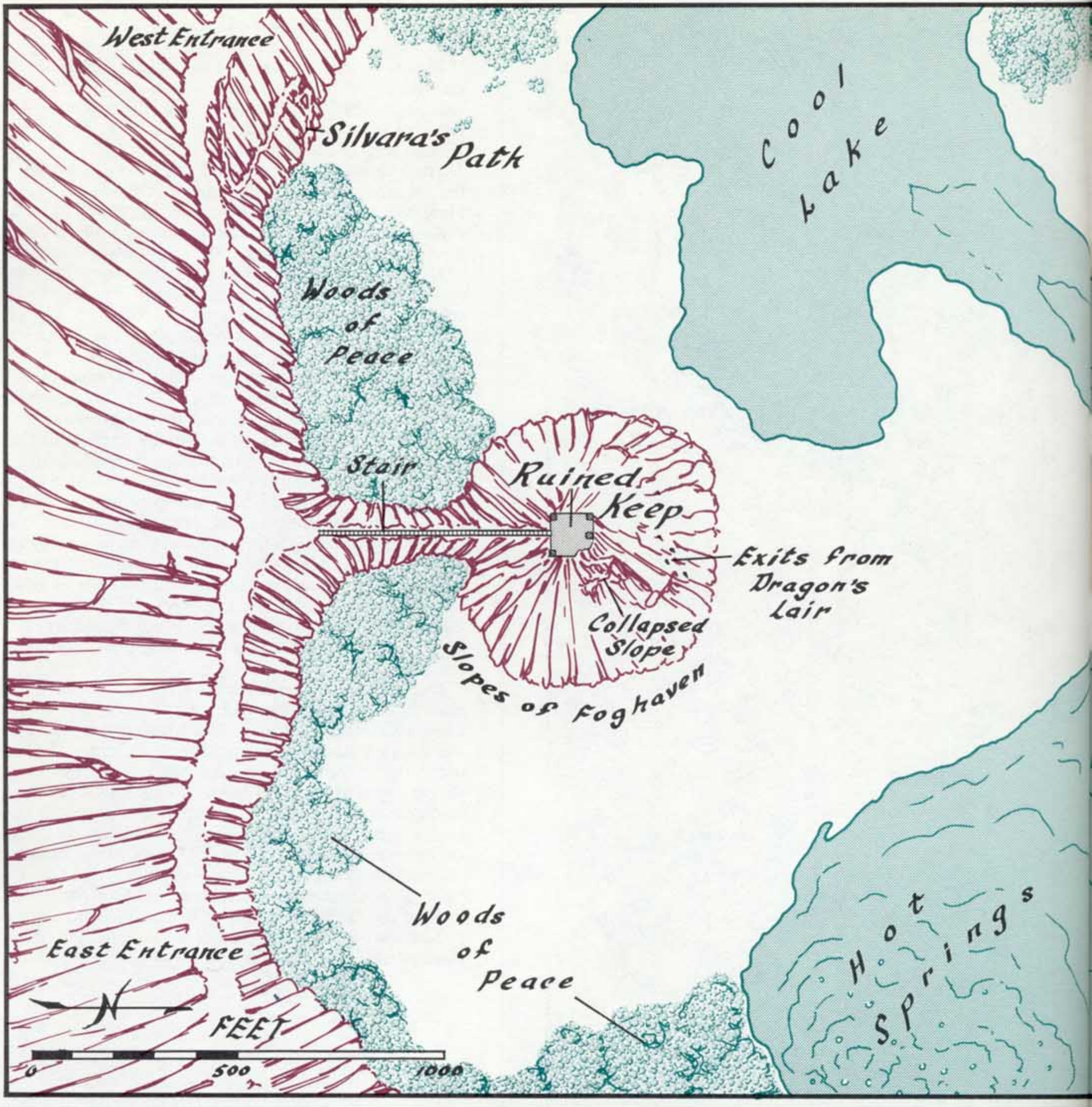
Foghaven Vale

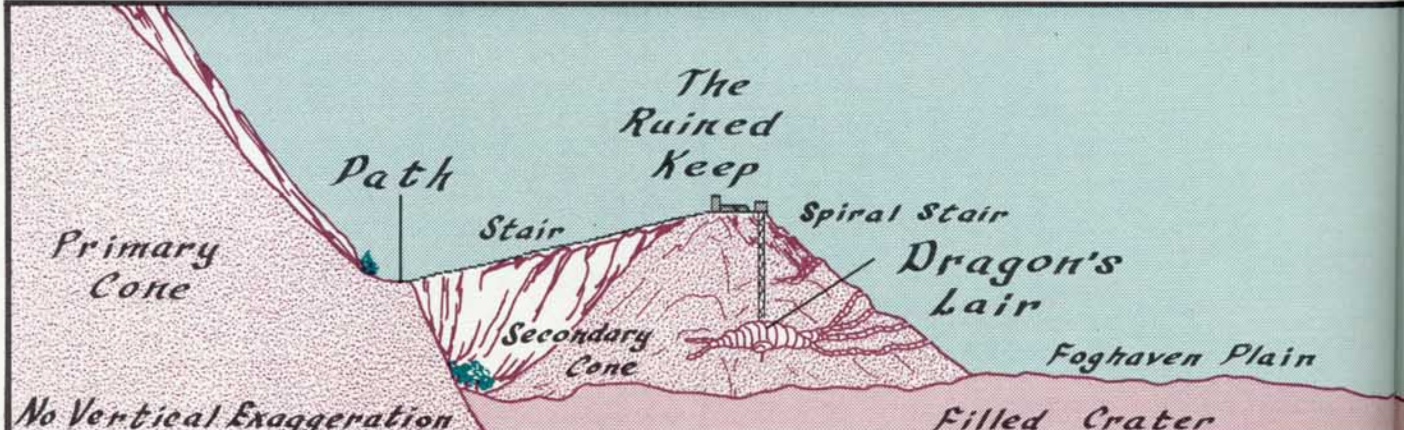
Where the east-west range of the Mountains of Ergoth met those from the north, there was an ancient and sacred site: Foghaven Vale.[1] Before the Cataclysm the vale was the goal of many pilgrimages, for it held the tomb of Huma, hero of ancient Solamnia.[2]

The mountain walls plunged steeply on all sides into the green vale below. In the midst of the vale was a bubbling pool, the source of the steaming fog which shrouded the lowlands, giving the vale its name. Thus both the topography and hydrology of the area revealed the nature of the vale's origin. Volcanic, though inactive for centuries, it still retained just enough vulcanism to fuel the hot springs on the eastern edge.[3]

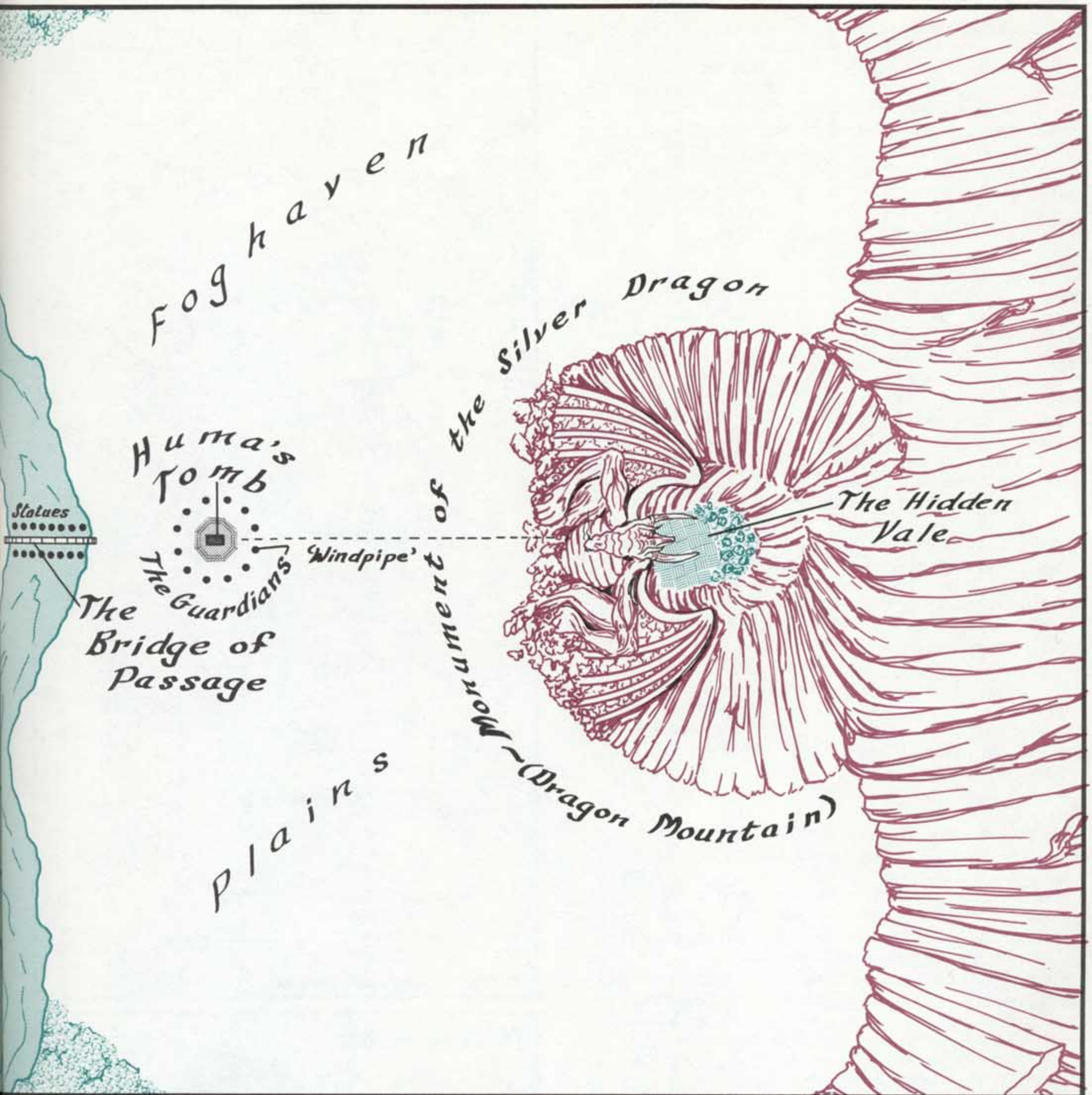
Two well-traveled passes originally reached the vale from living lands, west from the knights' outpost, and east from what were later ogre lands. But the one used by Silvara from the south was known only to "her people"—the good dragons.[4] When Silvara led the companions to the floor of the vale they were virtually unaware of their surroundings due to the fog and rough terrain. After a long journey they simply knew that they were on a warm, gentle, grassy lowland.[5] Silvara apparently used some secret path, for the original map of Foghaven Vale revealed only a broad stair ascending from a pathway 150 feet above the plain which ended at a ruined keep, complete with towers and even stables—an ancient pilgrims' hostel.[6] Descent from the keep required a treacherous hike down the slope. Also, a spiral stair wound from the keep into the caverns below, containing the lair of the silver dragon Dargent.[7]

Trees edged the base of the southern cliffs, but a grassy plain filled most of the lowland. The heart of the vale was filled with a lake—hot in the east where it was fed by the steaming springs, and cooler in the west. Across the channel in the midst was the Bridge of Passage.[8] The single slippery span arched over the steaming waters. Although statues marched through the water on either side, not even a railing edged the bridge.[9] Nevertheless, as the silver moon reached its zenith, its light cleared the mists and allowed the companions to see what lay beyond. The sight drew them over the span in spite of their fears. Beyond the bridge the tomb of Huma stood surrounded by immense statues. But behind these soared the Monument of the Silver Dragon.[10]





Foghaven Vale
South-North Cross-section


Foghaven
Plains
Huma's Tomb
The Guardians
'Windpipe'
Statues
The Bridge of Passage
Monument of the Silver Dragon
(Dragon Mountain)
The Hidden Vale


Monument of the Silver Dragon
(Dragon Mountain)
The Hidden Vale
To Knights' Outpost
Secondary Cone
Bridge of Passage
Huma's Tomb
The Guardians
Statues
'Windpipe'

Dragon Mountain

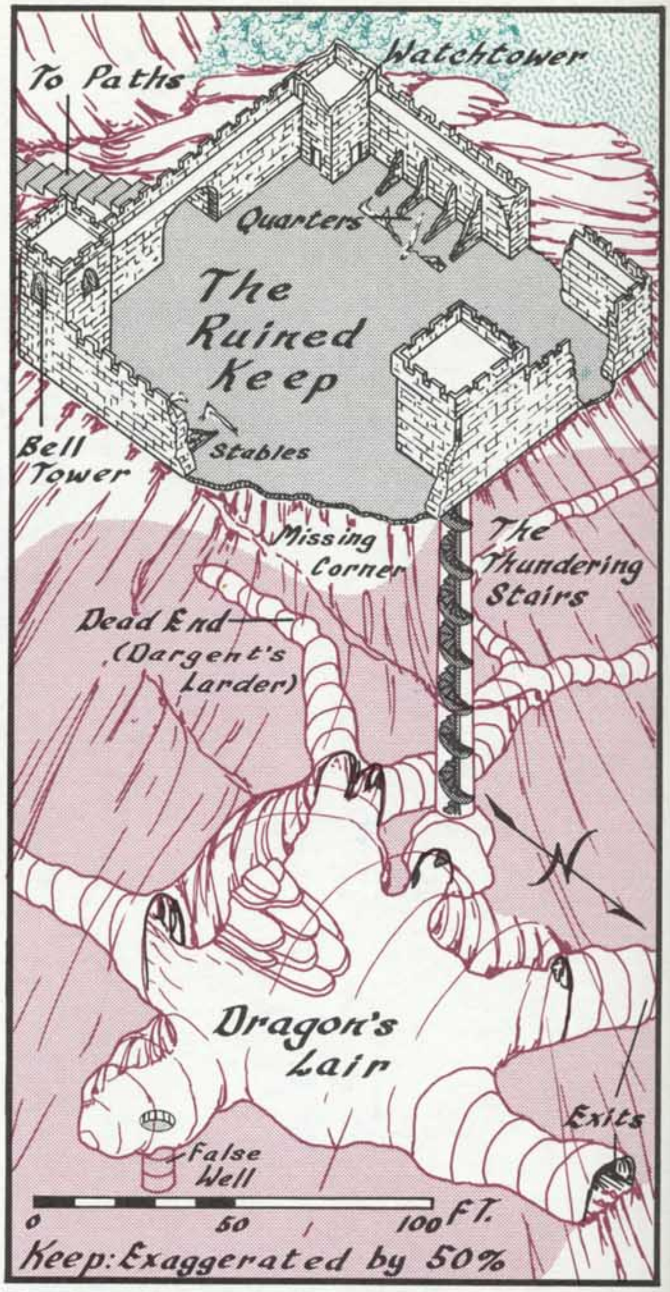
At the north end of Foghaven Vale stood the 700-foot Monument of the Silver Dragon: Dragon Mountain, guardian of the Tomb of Huma.[1] No door was evident in the immense sculpture, but there were actually three entrances. The most accessible was through Huma's Tomb. A second was via the Hidden Vale reached by scaling the monument to the place between the dragon's wings, and the third was through a series of caverns and a secret tunnel from the Land of the Knights.[2]

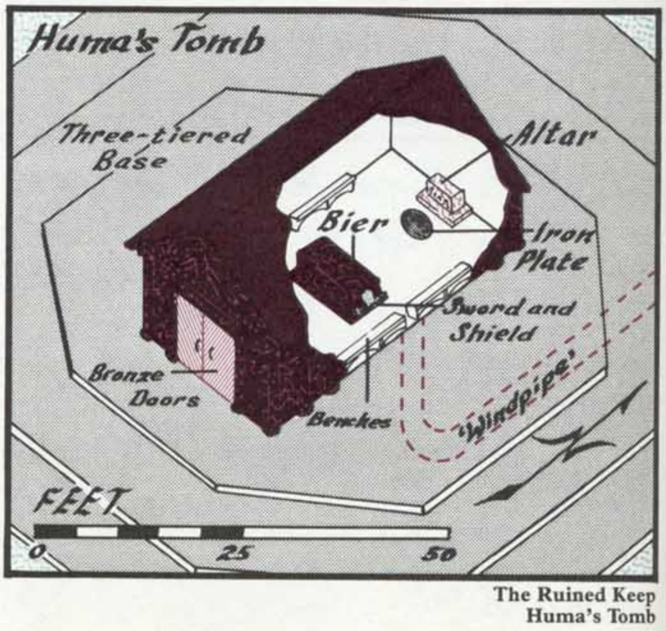
Huma's Tomb lay in the midst of a circle of pillars—the Guardians—each nine feet tall and enchanted to take the likeness of friends of those who came with no evil in their hearts.[3] Huma's Tomb was a small rectangle, 20 by 40 feet, resting on an octagonal base of three broad stairs. Yet its simplicity was only in size and shape, for its obsidian walls were columned and carved.[4] Bronze doors led to the single room within. Stone benches lined the walls, while on a dais in the center stood an empty bier with Huma's sword and shield at its foot. At the far end of the tomb was a small altar, carved with the symbols of the Solamnic orders of knighthood. In front of the altar, covered with an iron plate which Theros moved aside, was a dark well—the "windpipe" entrance to Dragon Mountain.[5]

Tasslehoff crept into the well, and after he passed the magical control gems he found himself drawn rapidly down. After 30 feet the windpipe sloped gently and Tas was blown sideways and then began to rise. The shaft was so large that Tasslehoff could not even touch the sides, and it was far longer than the well of the tomb.[6] As he passed another set of gems he slowed until he was suspended at floor level of a large room.[7] From his vantage point he saw a curving staircase leading to a balcony. On the outer wall of the balcony was painted a sequenced mural of the former Dragon Wars.[8] From the map of Dragon Mountain painted in the midst of the mural, Tasslehoff could find his location: he was in the Lower Gallery.[9]

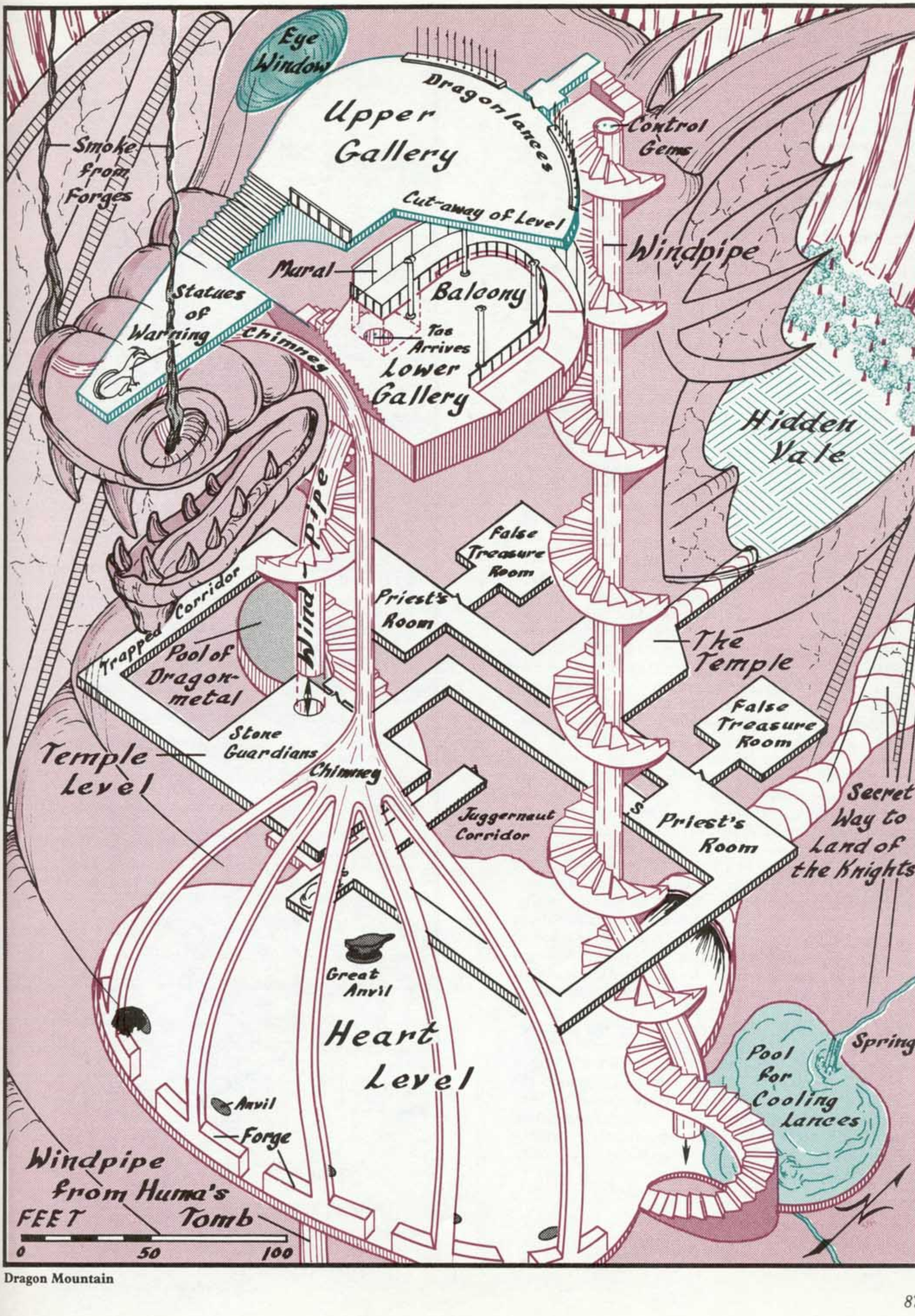
The map revealed that there were four hollowed levels in Dragon Mountain. The Lower Gallery was at the throat level, and the great staircase leading upward from it went to the Upper Gallery. A lesser stair descended from the Lower Gallery to the Temple Level, which was nearly 150 feet below.[10] It was through the Temple Level that one could enter from the Hidden Vale.[11]

The fourth and lowest level could only be reached within the mountain from the Upper Gallery, descending either a spiraling stair or a second windpipe located there.[12] The lowest level was also accessible to the secret cavern and tunnel system from the Land of the Knights. This was the heart of Dragon Mountain, not only in location but importance, for there was the only remaining pool of metal from which dragonlances could be forged.[13]





The Ruined Keep
Huma's Tomb



Dragon Mountain

Mount Nevermind

The goal of the companions in Sancrist was the Solamnic Castle Uth Wistan.[1] But when Lord Gunthar sent the dragon orb to the gnomes of Sancrist for investigation and safekeeping, Fizban took Tasslehoff with him to reclaim the orb before the Council of Whitestone and the curious kender saw the rarest of all the demi-humans of Ansalon in their largest city: the gnomes of Mount Nevermind.[2]

Mount Nevermind was an extinct volcano. Before the Cataclysm it lay almost on the northern shore of Sancrist, but during the Cataclysm northern Sancrist gained new mountains for almost 60 miles north of Mount Nevermind. Luckily for the gnomes the accompanying earthquakes did not totally destroy the many delvings. Rather, they provided a much wider area for gnomish settlement.[3]

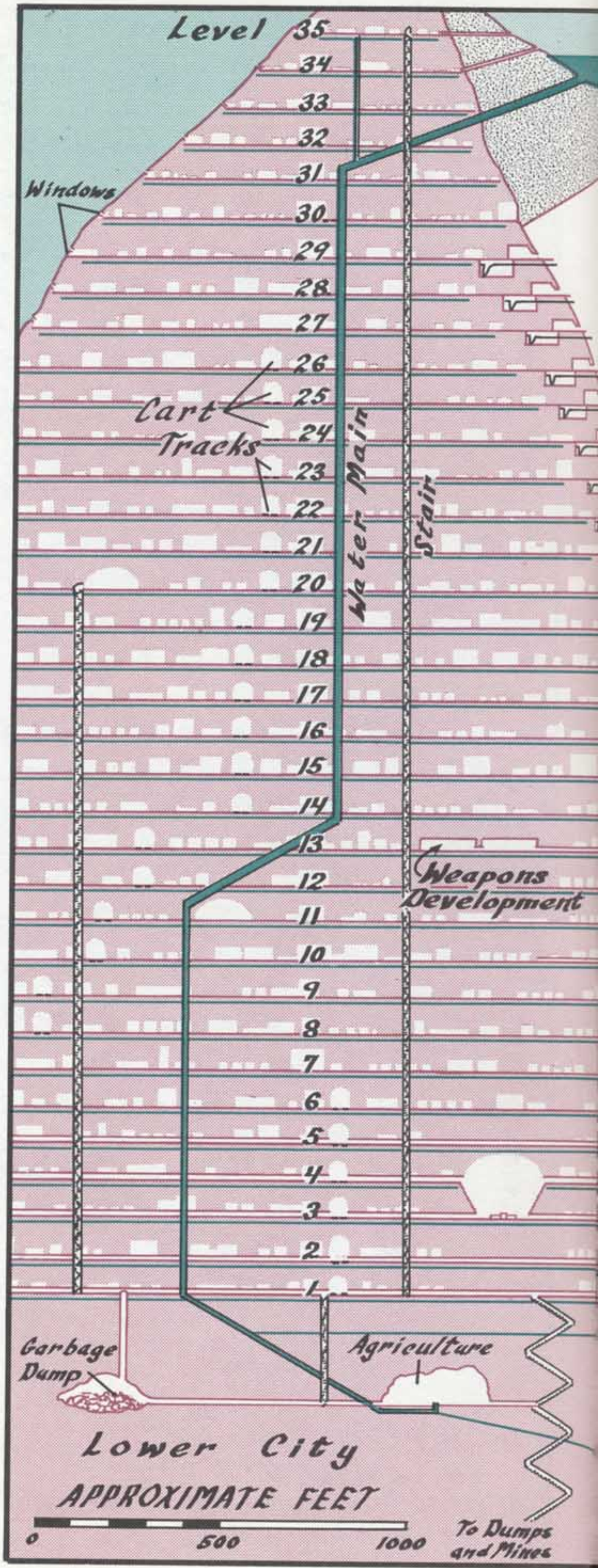
Mount Nevermind was the tallest mountain in Sancrist, at over 3,000 feet.[4] The exterior of the mountain was extensively terraced for agricultural use. The crater held a lake that provided water for both the mountainside fields and for the city. In addition to the fields, windows were visible in the mountain slopes, and at the base was the huge entrance to the interior of the mountain city.[5]

In the thousands of years the gnomes had lived in Mount Nevermind, they'd had ample time to develop intricate systems. True to the gnomish love of invention, normal development was coupled with even more involved, complex inventions of all sorts put into use wherever feasible. The result defied imagination.

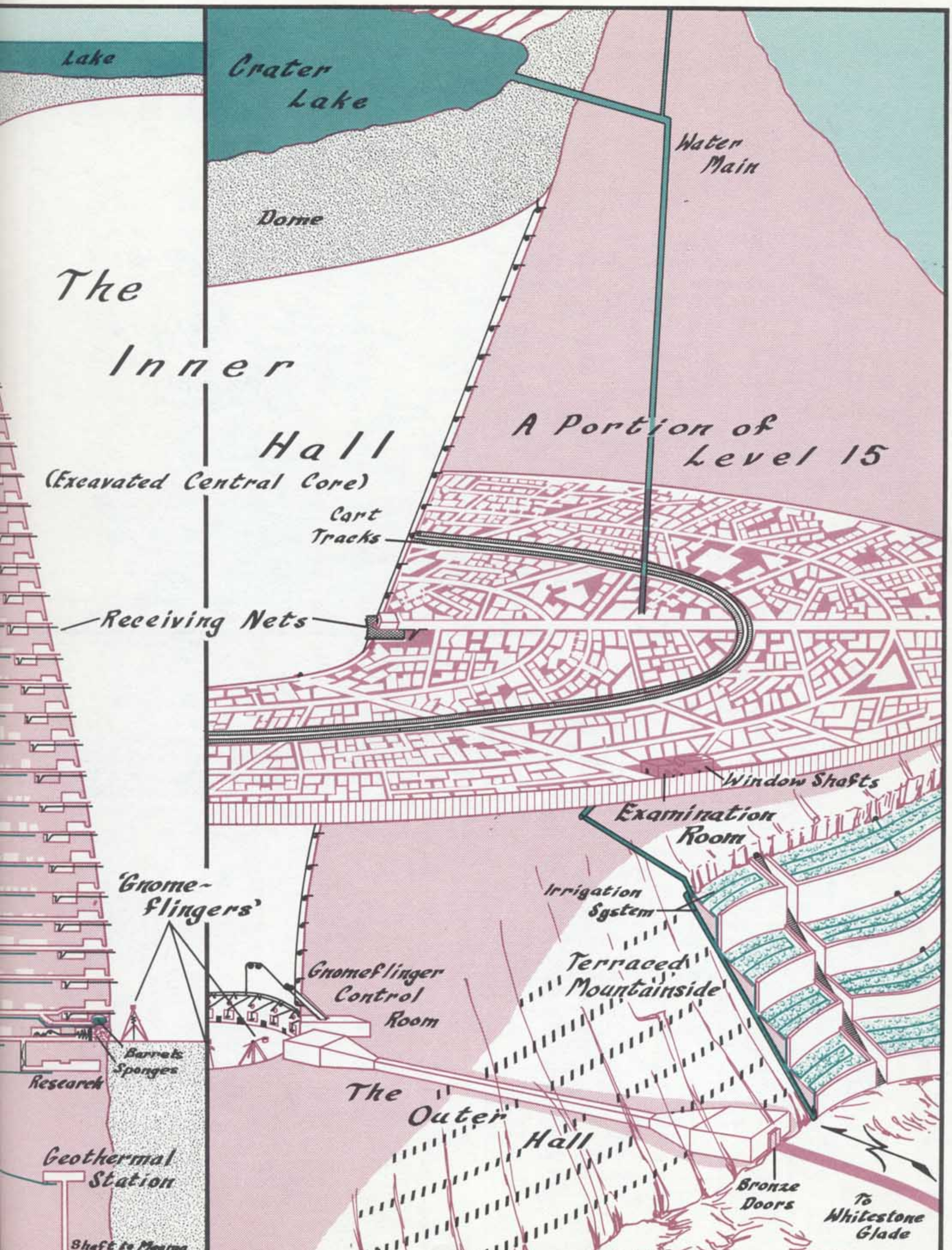
In spite of the complexity of the city, however, there were some overriding points of interest. The central vent of the volcano was originally plugged with cooled ash and magma, forming a dome near the peak. The valley formed by this dome held the lake in the crater previously mentioned. From the base of the mountain the gnomes tunneled into the central core. This large tunnel was blocked on both ends by massive bronze doors and was known as the Outer Hall. Beyond the inner doors was the tremendous central cavity of the mountain. The gnomes completely excavated the plugged core, leaving only the supporting rock of the dome below the crater lake. The result was the Inner Hall—3,150 feet high and 2,400 feet in diameter at the top.[6]

Thirty-five levels of delvings surrounded the central shaft, each level separated by thick rock and reinforced by quake-resistant beams. Many of the levels contained encircling mechanized cart tracks for travel within the level. To go between levels one could use any of several methods: stairs, ramps, pulley elevators, ladders, or that most unique of all modes—a "gnomeflinger" catapult, as was forced upon Tasslehoff and Fizban. In addition to every kind of catapult imaginable, the system employed miles of rope, wheels, pulleys, levers, whistles and bells, nets, and even sponges and buckets of water in case of emergency.[7]

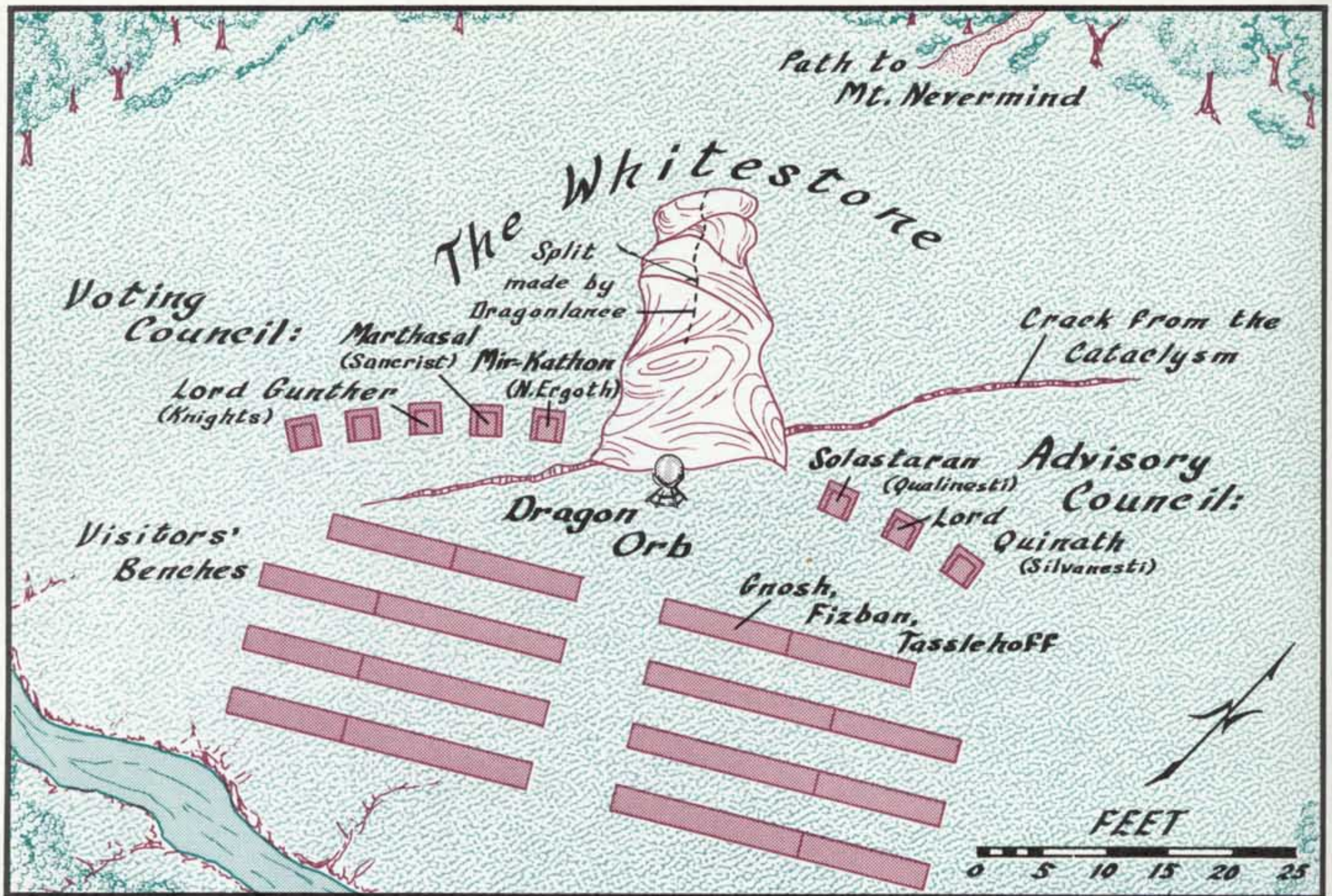
The levels above ground included all of the functions necessary to a population of 59,000 gnomes with 50 major guilds.[8] The only rooms visited by Tas and Fizban were the Examination Room on level 15, where the dragon orb was kept, and Weapons Development on level 13.[9] They saw none of the extensive subterranean system of the undercity, with its additional research stations, dumping sites, mines, and accessways to the deep magma which provided geothermal energy to the city.[10]



Mount Nevermind: Cross-section



Mt. Nevermind: Oblique view



The Glade of the Whitestone

The Glade of Whitestone

Almost adjacent to the southern slopes of Mount Nevermind was an area as simple and serene as the gnome city was complex and busy: the Glade of Whitestone. In the days before the Cataclysm the glade was one of the centers of worship, and the Kingpriest of Istar forbade any to touch the stone that gave the glade its name and being.[1]

The heart of the glade was an immense white rock of unknown substance. So strong was the rock that not even the force of the Cataclysm, which raised the new mountains beyond Mount Nevermind, damaged its smooth surface, although the very ground beneath the rock split apart. In spite of weather, its supernatural power kept the glade perpetually green and warm.[2]

As a sacred and benevolent locale, convenient to the Knights of Sancrist south of the river, the glade was the traditional meeting site of the Council of Whitestone. The full Council contained five voting members and three advisory members. Ornate wooden chairs were placed for each with voting members on the left of the Whitestone and advisory members on the right, but only five chairs were actually used. Solostaran, Speaker of the Sun of the Qualinesti sat next to the Whitestone on the advisor side, with Lord Quinath of the Silvanesti beyond. The third chair may have been intended for one of the Kaganesti (yet Tasslehoff later demanded to represent the kender on the advisory council), or for any of the free peoples. The three chairs in use for the voting council were filled by humans: the first by a fisherman of Northern Ergoth, the second by one of the exiles of Sancrist, and the third by Lord Gunthar of the Knights of Solamnia. Invited speakers and other witnesses were seated on benches facing the council, including Gnosh (his report on the orb in hand), with Fizban and Tasslehoff.[3]

The purpose of the council meeting was, of course, to discuss the dragon orb. The orb was placed on a stand directly in front of the Whitestone from which Tasslehoff seized it, sending it crashing against the rock. Moments later the gathering sustained yet another shock, for a newly forged dragonlance was thrown, splitting the Whitestone.[4]

The North

The North

The area of greatest political importance during the War of the Lance was the north. The Heroes of the Lance journeyed from the great city of Palanthas, guarded by the Tower of the High Clerist, to ghostly Dargaard Keep and nearby Kalaman, and into evil Sanction and Neraka. Even two centuries earlier at the time of the Dwarfgate Wars, Caramon and Raistlin collected an army on their travels from Palanthas to Caergoth.

The north was home to the crumbling citadels of the Knights of Solamnia, the hope of Ansalon. But it was also the mustering places of the dragonarmies in the Khalkist Mountains. By the time the heroes reached the north it was almost overrun. Thelgaard was under attack; Kalaman, Solanthus, and Vingaard were the Mountains. By the time the heroes reached the north it was almost overrun.[1] Only Palanthas remained untouched, complacent with the thought that the knights would prevail at the Tower of the High Clerist.[2]

Solamnia

Prior to the Cataclysm, Solamnia filled the central lands of Ansalon, from the Kharolis to the Khalkist Mountains, and from the plains of Tarsis north to the sea.[3] Solamnia originated from the revolt of these eastern lands against the Empire of Ergoth, so fortresses and citadels dotted the plains and towered over strategic mountain terrain. During the turbulent years following the Cataclysm anarchy reigned beyond the walls, and even Caergoth—a minor farming village before the appearance of Newsea at its door—fortified itself.[4]

Most of Solamnia was a great plain. From the Tower of the High Clerist Sturm could see beyond the Virkhus Hills below Westgate Pass all the way to his family's ruined castle near Vingaard Keep.[5] Vingaard Keep guarded one of the major fords of the Solamnic River. Solamnia's plain was edged by high mountains. The Vingaard Mountains in the west were snow-capped in winter. The location of the only pass other than Westgate was not commonly known.[6] The Dargaard Mountains in the east were a "sheer spine of granite, several thousand feet high . . . [with] not a single pass."[7] A southern extension of that range ran near Lemish. The Garnet Mountains in the south were the site of the dwarf kingdom of Garnet (also known as Kaolyn).[8] It was in the Garnet Mountains that Crysania visited the plague-stricken village.[9]

Two of the cities on the margin of the plains were not Solamnic fortresses: Lemish and Throtyl. The people of Lemish had joined the evil forces, and Throtyl was inhabited by hobgoblins.[10]

East of the Dargaard Mountains was another plains area, more rugged and steppelike than the Solamnic Plains. This was Estwilde. Originally the eastern buffer between Solamnia and the lawless peoples of the Khalkist Mountains, the wilderness of Estwilde was under control of the dragonarmies until the fall of Neraka.[11]

The Khalkist Mountains

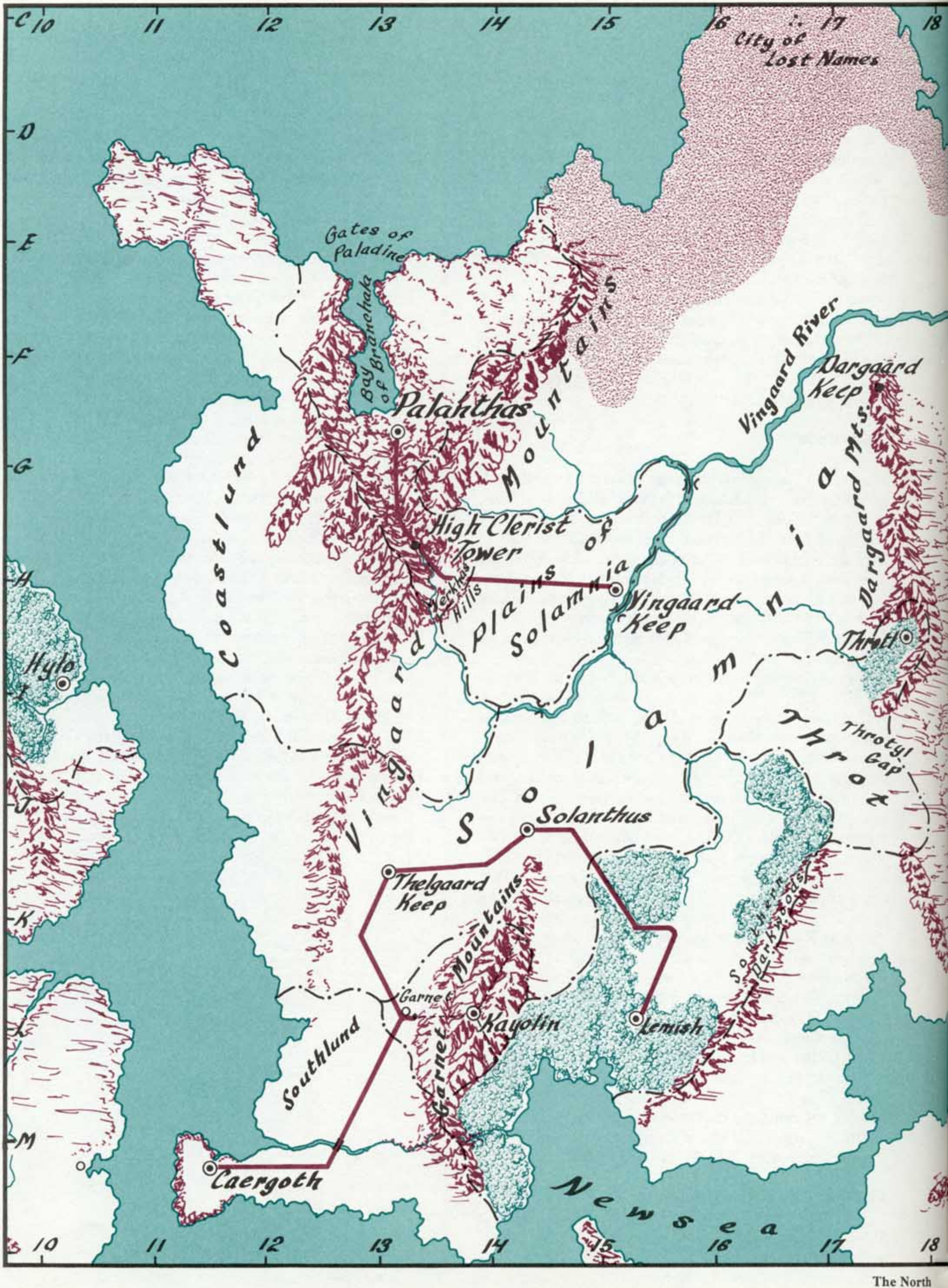
Although the heart of the Khalkists was rugged (especially after the Cataclysm), most of the area consisted of narrow ridges snaking out from the central mountains into the steppes and plains. The predominant strike (orientation) of the ridges here, as elsewhere in the north, was north-south.[12] Interspersed with the ridges were rough valleys, some of which held cities and villages.

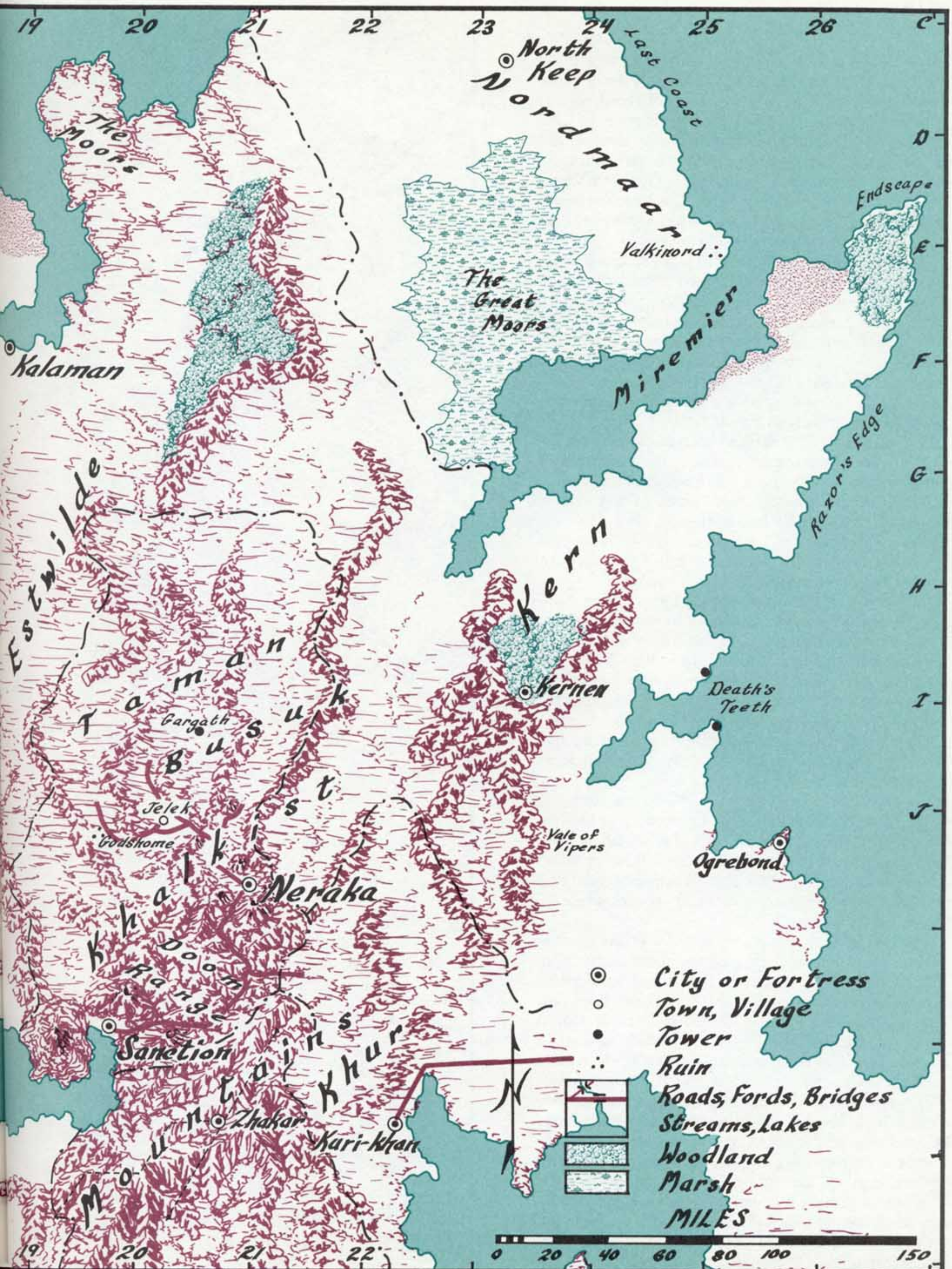
A dwarven city was delved in the south central Khalkists. Site of the ancient Thoradin, the underground city later became known as Zhakar and held a "mysterious race of evil dwarves."[13] Blode was home to ogre raiders, Khur to "warlike nomads," and Kern to ogre "mercenaries and bandits."[14]

West of the mountains the Newsea abutted the slopes, forming a harbor between the main range and an outlying one just to the west. Here lay Sanction, a human city inhabited by pirates prior to the arrival of the dragonarmies.[15] The city was a physical hell, quickly overrun by three volcanoes known as the Lords of Doom. Unknown to the city dwellers, the lava complex that honeycombed the Doom Range had, for 50 years before the War of the Lance, been a laboratory for producing draconians from the desecrated eggs of good dragons.[16]

The northern ridge and valley section of the Khalkists was loosely referred to as the Taman Busuk.[17] It held squalid human villages like Jelek under the yolk of the dragonarmies.[18] Passing through the Taman Busuk, Fizban led the heroes toward Godshome. On Tasslehoff's map there was a ruin in the western plains called Godshome, but it marked a city destroyed during the Cataclysm.[19] Further east, in rugged mountains with blind canyons and deep gorges, Tas's map showed an unidentified dot denoting the location of the true Godshome.[20] Glitterpalace, testing place of Paladine, could be magically reached in this area.[21]

East of true Godshome the city of Neraka lay on a broken plain. It was encircled by five volcanoes and was almost surrounded by mountain ridges of sufficient height to have snow-blocked passes in winter.[22] Neraka was only a small village 150 years after the Cataclysm when Berem and his sister found the ruined temple foundation stone in the woods nearby. But with Berem's removal of the green gemstone the Dark Queen's power began entering the world.[23] By a century and a half later the city of Neraka was home to the dragonarmies and the Temple of Takhisis.[24]


City of Lost Names
Gates of Paladine
Bay of Branchala
Palanthas
Mountains
Vingaard River
Dargaard Keep
Coastlund
High Clerist Tower
Plains of Solamnia
Vingaard Keep
Dargaard Mts.
Westkeep Hills
Hylo
Throtl
Vingaard
Solamnia
Throt
Throtyl Gap
Solanthus
Thelgaard Keep
Garnet Mountains
Southern Darkwoods
Garnet
Kayolin
Lemish
Southlund
Caergoth
Newsea
The North



19
20
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24
25
26
C
D
E
F
G
H
I
J
North Keep
Nordmaar
East Coast
The Moons
Kalaman
The Great Moors
Valkinord
Miremier
Endscape
Razor's Edge
Estwilde
Kern
Kernen
Death's Teeth
Taman Busuk
Gargath
Jelek
Godshome
Vale of Vipers
Ogrebond
Neraka
Khalkist
Doom Range
Sanction
Khur
Mountains
Zhakar
Kuri-Khan
City or Fortress
Town, Village
Tower
Ruin
Roads, Fords, Bridges
Streams, Lakes
Woodland
Marsh
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Palanthas

In northwestern Solamnia, almost surrounded by arms of the Vingaard Mountains, was the great Cityhome of Palanthas.[1] The city lay at the far southern end of a fiord, the Bay of Branchala, the only deep-water port to survive the Cataclysm intact.[2] Palanthas was constructed by dwarves and was fabled even during the Age of Might. Yet when Caramon and Crysania saw it at the time of the Dwarfgate Wars it was "not the beautiful, serene place it will become in two hundred years."[3] Probably the basic street pattern had been set and the major buildings constructed.

Palanthas was built like a wheel. Eight broad roads radiated from the central courtyard toward the major compass points. Except for the northerly road (which ended at the harbor), each road passed through the city wall beneath impressive gates flanked by twin minarets 300 feet high.[4] The city wall encircled only the Old City, but in the New City beyond the wall the street pattern and elegance of building style and material were maintained to coordinate with the old.[5]

Within the Old City Kitiara observed three major circles. The innermost "hub" contained the governmental buildings, the palace of Lord Amothus, and homes of the nobility. The second ring held homes of the wealthy guildsmen and summer homes of some New City residents. It also housed educational centers, including the Library of Palanthas. The outer ring included the marketplace, with a tremendous variety of shops.[6]

No complex city fits quite so neatly into a pattern, however. On the slopes in the west was a collection of ancient temples.[7] On the eastern slopes the homes of the nobles were concentrated, including one for visiting Knights of Solamnia. Commercial activities were congregated along the waterfront for convenience to the harbor, and in the south near the road from the Tower of the High Clerist.[8] Hidden among the beauties but still present was the ugly side of Palanthas, which Raistlin showed to Crysania in the dragon orb.[9]

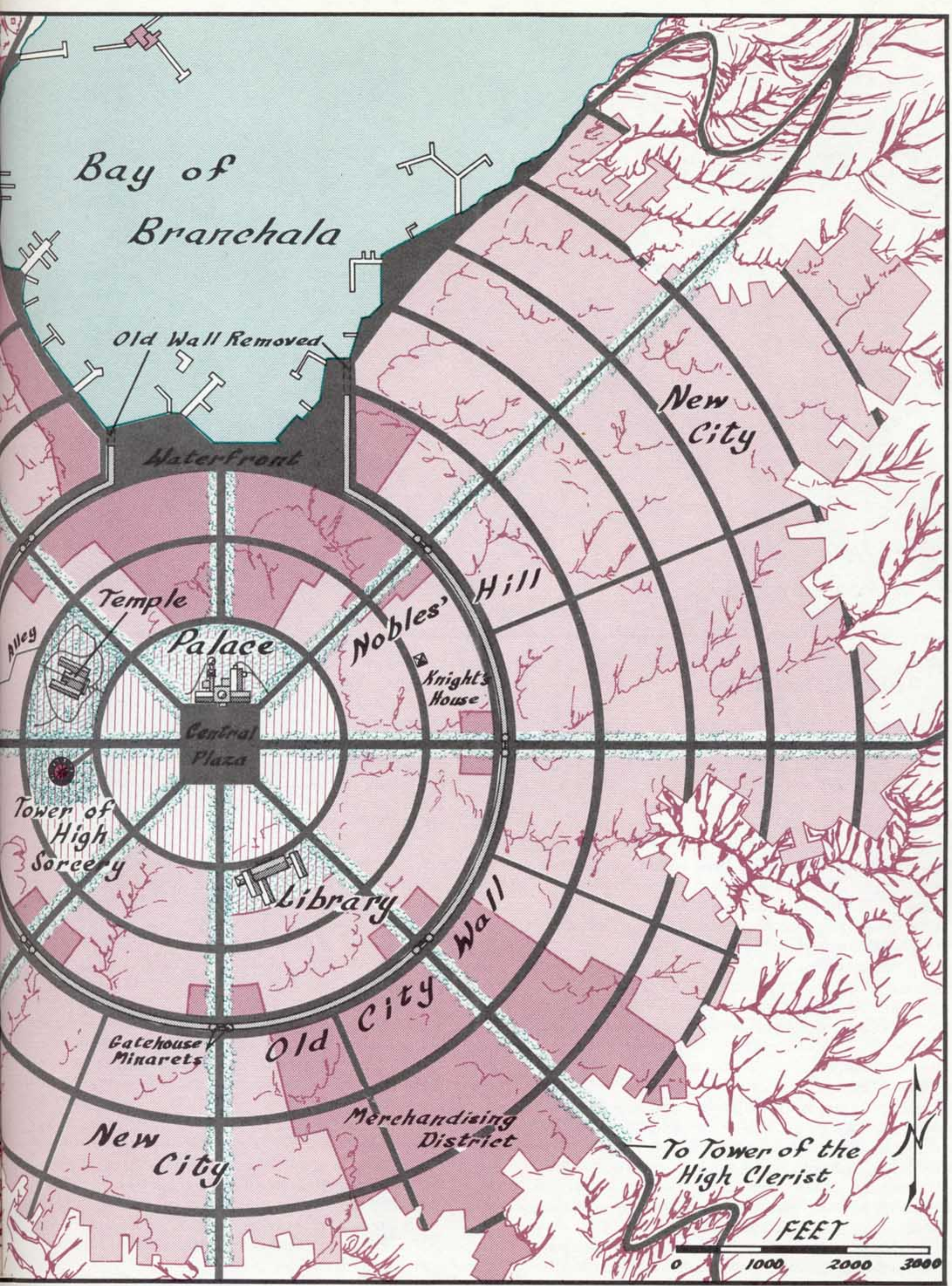
Four major structures played a role in the tales: the Great Library, the palace of the Lord of Palanthas, the Temple of Paladine (built by Elistan after the fall of Neraka), and the Tower of High Sorcery. All of these were fairly near the center of the Old City.[10] The palace stood on a slight hill immediately north of the city square, while the Great Library was south.[11]

The location of the temple was not clearly given, but as Tanis crossed the temple grounds toward the main entrance he could view both the temple and the tower by barely shifting his glance.[12] Elistan commented on how near the two were located.[13] Later, as Dalamar looked down from the tower, he saw the temple "almost directly opposite him."[14] The clue to the location of the temple seemed to lie in locating the Tower of High Sorcery.

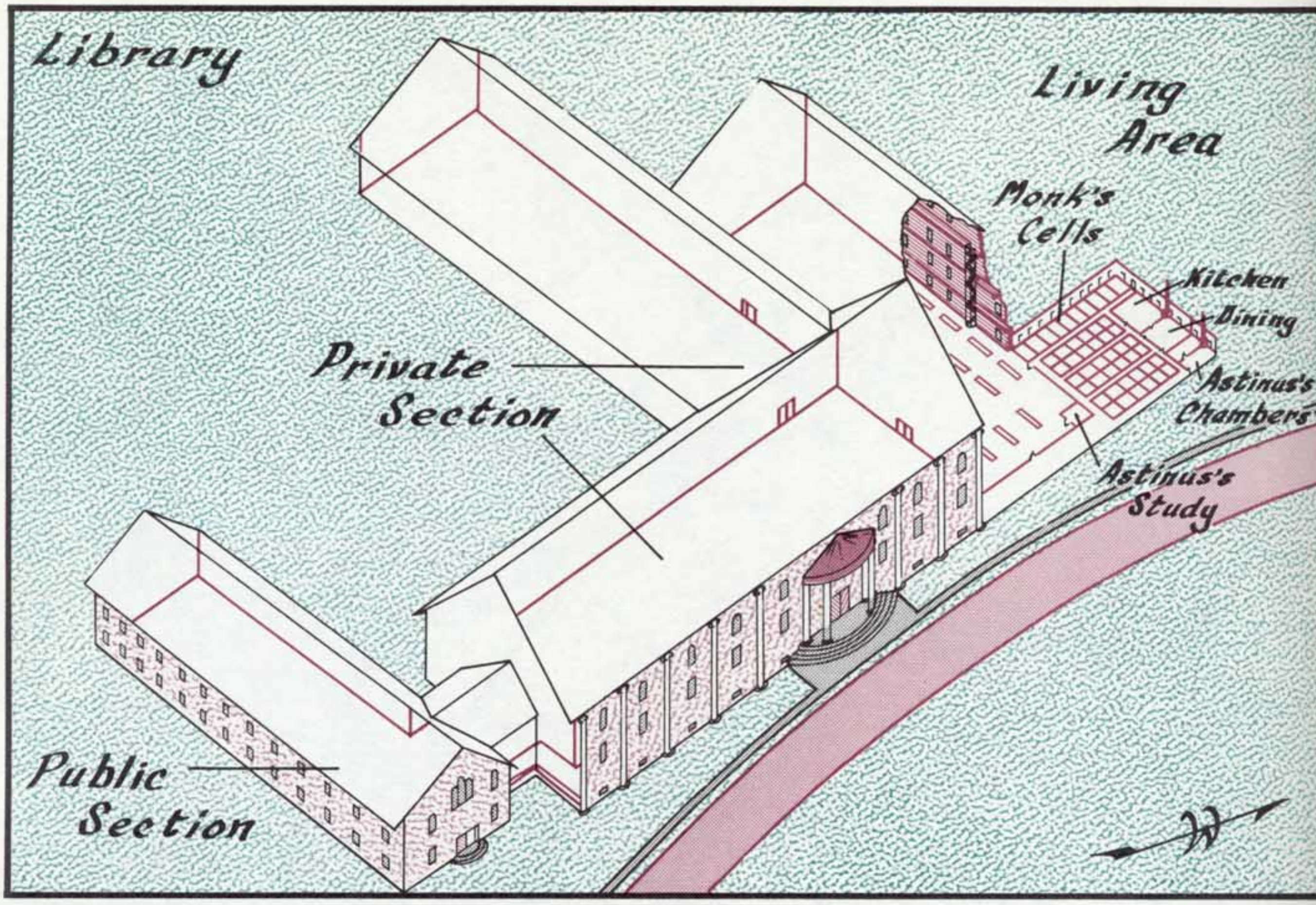
The tower was a few blocks from the palace and was visible from it, the library, and Elistan's room in the temple, silhouetted against the sunset sky in the west.[15] Prior to Raistlin's occupation of the tower, Tas and Flint walked for "several minutes" among the empty buildings nearby.[16] Although much of the fear of the tower was maintained after Raistlin claimed it, what more likely place in the heart of a thriving city would there be for the extensive grounds of the temple than in place of abandoned buildings?



Palanthas



Bay of Branchala
Old Wall Removed
Waterfront
New City
Nobles' Hill
Temple
Alley
Palace
Knight's House
Central Plaza
Tower of High Sorcery
Library
Wall
Old City
Gatehouse Minarets
Merchandising District
New City
To Tower of the High Clerist
N
FEET
0
1000
2000
3000



The Library

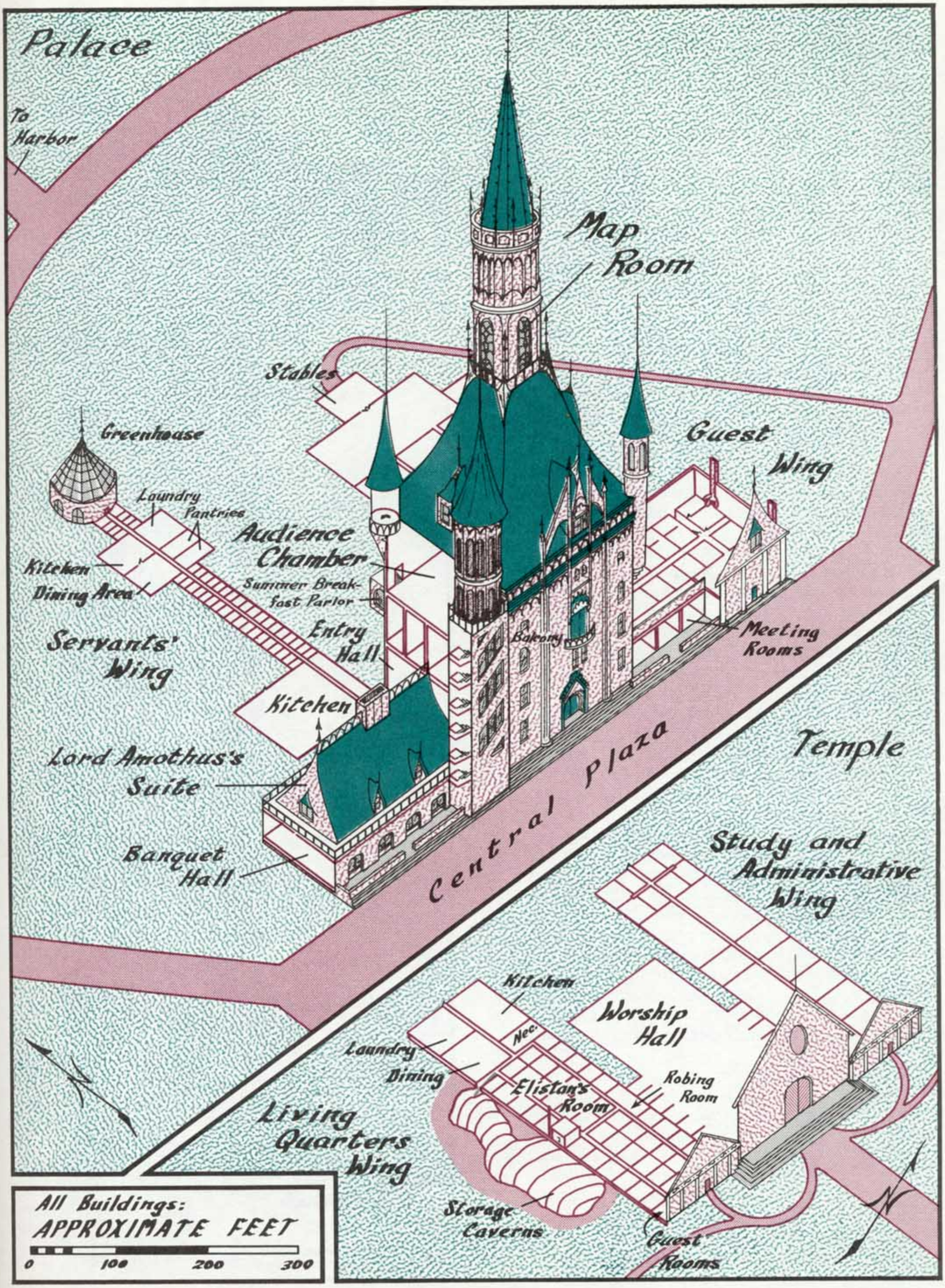
Major Buildings

Surely one of the most ancient buildings in Krynn was the Great Library of Palanthas, for within was the study and library of Astinus, the Chronicler, the undying being who recorded Krynn's history.[1] Part of the library was available to the public, but the greater part was guarded by the Order of Aesthetics who lived in monklike seclusion overseeing the needs of the library and its master.[2]

Although the library was a "vast edifice," its interior was little detailed.[3] The exterior and interior construction was of marble, and steps led to a glass-paned entryway.[4] The overriding impression was of the immense rooms with shelves for thousands of bound books and recesses for thousands of scrolls lining the walls. Study tables filled the interior, lit by sunlight and/or candles.[5] Three lesser rooms were also described: Astinus's study, his private residence, and Raistlin's temporary room. The study, immediately adjacent to the main library, was lined with books and contained a large desk and rug.[6] It was obviously not equipped for visitors who would disturb the master's work, as Crysania was escorted to Astinus's private chambers in the west wing. There she was received in another book-lined room, sparsely furnished with chairs, a fireplace and wood, a water-generated timing device in the corner, and a low, polished table near the west-facing window.[7] Raistlin's room was even less elaborate: a narrow monk's cell with a window.[8]

The furnishings of the Palace of Palanthas were as ornate and sumptuous as those of the library were stately and spare. It, too, was of marble, but the audience chamber doors were intricately carved gilt.[9] Wherever possible, the palace had windows through which one could survey the city. They were present in the audience chamber and in the map room, and many were of "hand-cut glass, crafted in an intricate design."[10] The map room was high in the central tower, filling the entire diameter, thus large enough to seat several men beyond the edges of the large, circular table in its center.[11] During Kitiara's attempt to take Palanthas two years after the fall of Neraka, a temporary "war room" was established in the summer breakfast parlor.[12] While in Palanthas during this altercation, Tanis was housed in the palace, possibly even in the same guest room which had once held Laurana.[13]

The Temple of Paladine, newly built by Elistan, was a simple, unadorned structure of white marble, situated in the midst of vast, open lawns with fountains, gardens, and carefully tended groves of trees. The temple grounds were apparently walled, as there were gates opening to the walkway to the main entrance.[14] Simplicity was also evident within the temple. Upon her arrival at the temple of the Kingpriest in pre-Cataclysmic Istar, Crysania contrasted its extravagance with the simpler comfort of guest rooms in the Temple of Palanthas.[15] Elistan's room in the inner confines of the temple was small and plain, having a bed and fireplace, but it was necessary to bring in chairs to seat three guests. His window looked out over the gardens toward the Tower of High Sorcery.[16] After Kitiara's forces almost destroyed the temple, Crysania selected one of the underground storage caverns to serve as Elistan's burial chamber.[17]



Palace
To Harbor
Map Room
Stables
Greenhouse
Guest Wing
Laundry
Pantries
Audience Chamber
Kitchen
Dining Area
Summer Breakfast Parlor
Servants' Wing
Entry Hall
Balcony
Meeting Rooms
Kitchen
Lord Amothus's Suite
Central Plaza
Temple
Banquet Hall
Study and Administrative Wing
Kitchen
Worship Hall
Laundry
Nec.
Dining
Elistan's Room
Robing Room
Living Quarters Wing
Storage Caverns
Guest Rooms
All Buildings: APPROXIMATE FEET
0 100 200 300
N
N

The Tower of High Sorcery—Palanthas

The greatest of the five Towers of High Sorcery was the one at Palanthas. The dragon orbs were first created in this tower.[1] During the rising fear of the mages during the reign of the Kingpriest the Tower of Palanthas was abandoned, cursed by its last inhabitant who cast himself from the "Death Walk" to the spikes of the gate far below.[2] This mage bid that the tower be left uninhabited until the coming of the master of past and present—Raistlin.[3]

The tower stood amidst a haunted stand of tall oak trees known as Shoikan Grove.[4] Within the grove was a fence. Its gates originally were of gold and silver, but they blackened with the mage's curse. Likewise, the tower itself changed from the red-streaked white stone originally wrested from the ground by the mage-builders to a black marble. Thus the tower stood in stark contrast to the gleaming white marble of the rest of Palanthas.[5] After Raistlin occupied the tower, he repaired the crumbled turrets and topped the minarets with blood-red spires.[6]

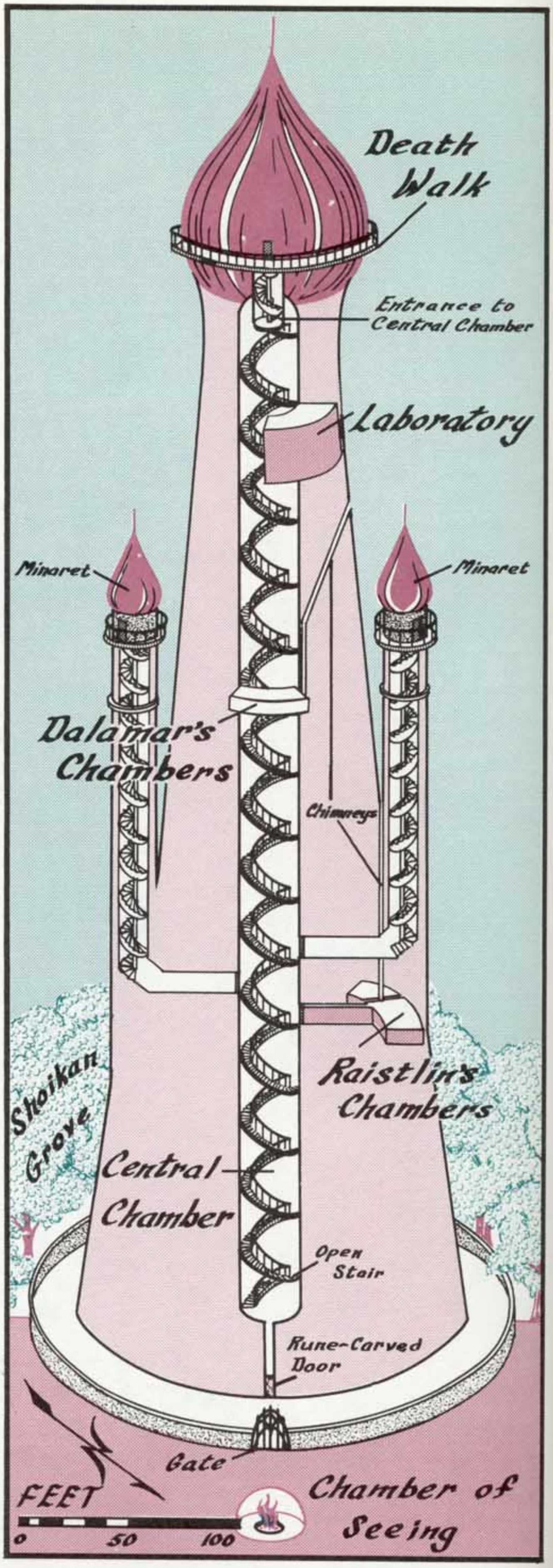
The interior of the tower was a simple cylinder, hollow in the center from base to peak, with a stair spiraling around its edge, broken by occasional narrow landings and doors to rooms.[7] The stair began at ground level near the rune-carved wooden door which was the only entrance.[8] Far below the surface, reachable only via magic, was another room carved magically by Raistlin: the Chamber of Seeing. The small circular room centered on a round pool of water that burned with an eternal flame. Here dwelled Raistlin's failed creations, the Live Ones.[9]

Dalamar's chambers were on the left of the stairs after the 539th step.[10] The quarters were "sumptuously appointed," although no description was given beyond a table, plush carpet, fireplace, and bed.[11] Raistlin's study was also comfortable, with large chairs, wooden tables, a huge fireplace at one end, and a massive desk at the opposite end that held the dragon orb. Books lined the walls, their continuity broken only by the window.[12] The study could have been lower in the tower than Dalamar's chambers, however, for when Crysania and Caramon climbed to the laboratory in the top, the climb seemed so endless that even Caramon was exhausted.[13] Even beyond the level of the laboratory the stair continued for two more flights, however. There it ended at a small, arched wooden door—the exit which led to the outer walkway, Death Walk.[14]

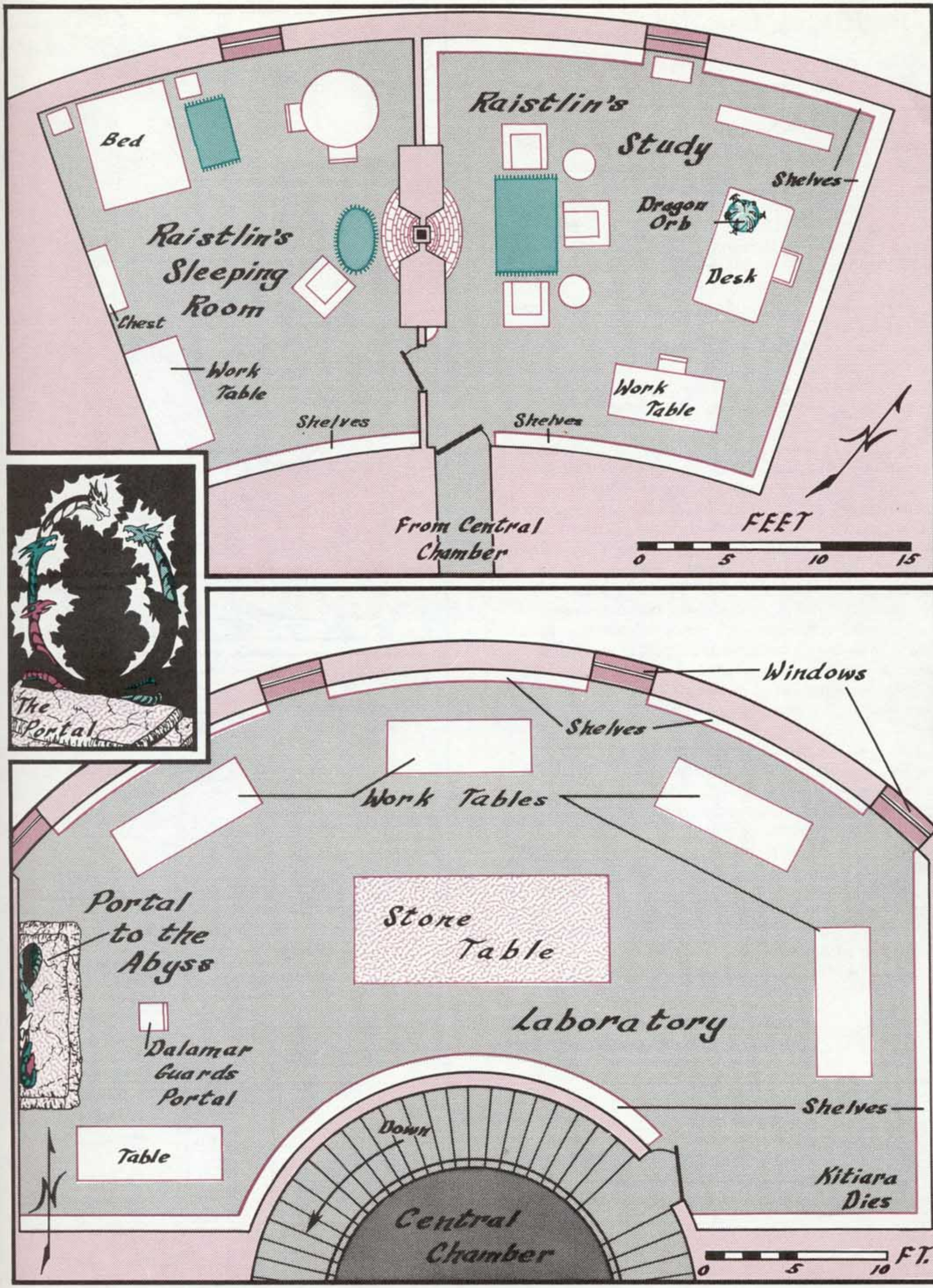
The great laboratory (shadowy in spite of its windows) was lined with bookshelves above the worktables. In the center was a stone table large enough to hold a minotaur—normally twelve feet in height—with room to spare.[15] The focal point of the laboratory was at the very back of the chamber, a door of steel surrounded by five dragon heads: the Portal to the Abyss.[16]

The presence of the portal was not always constant, however. With the abandonment of the tower before the Cataclysm the portal was moved to the fortress of Zhaman. But with the destruction of Zhaman a century later, the portal was returned to Palanthas. During its absence there was only a blank wall.[17] After the battle of Palanthas, when Raistlin remained in the Abyss to prevent the return of the Queen of Darkness, Dalamar covered the portal, locked the laboratory, and ordered the guardians to allow none to enter.[18]

When Palin came to the tower 25 years later, his entry into the laboratory was only illusionary.[19]



The Tower of High Sorcery—Palanthas



Raistlin's Chambers
The Portal
The Laboratory

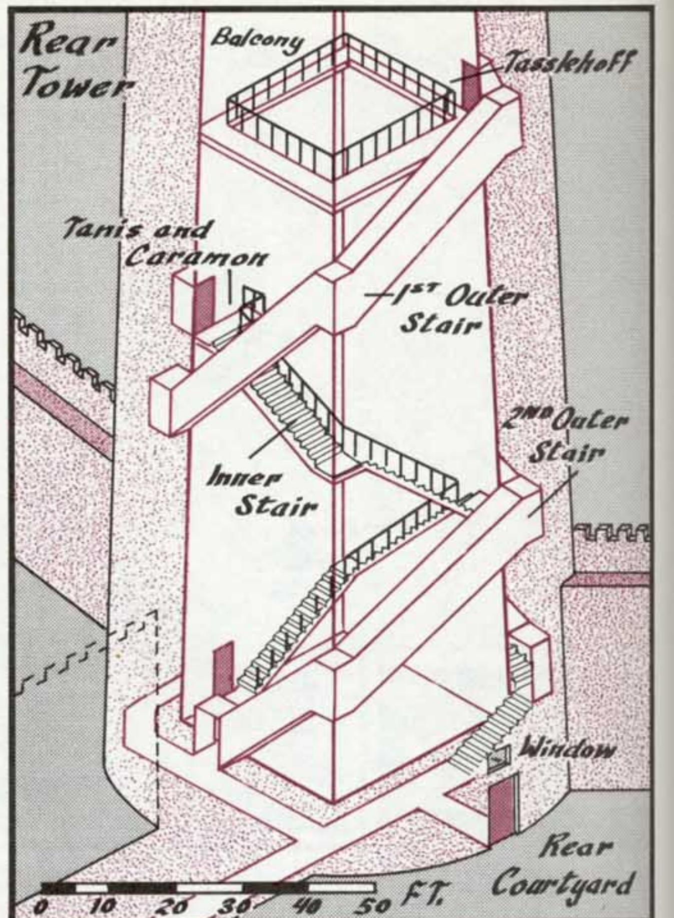
The Flying Citadel

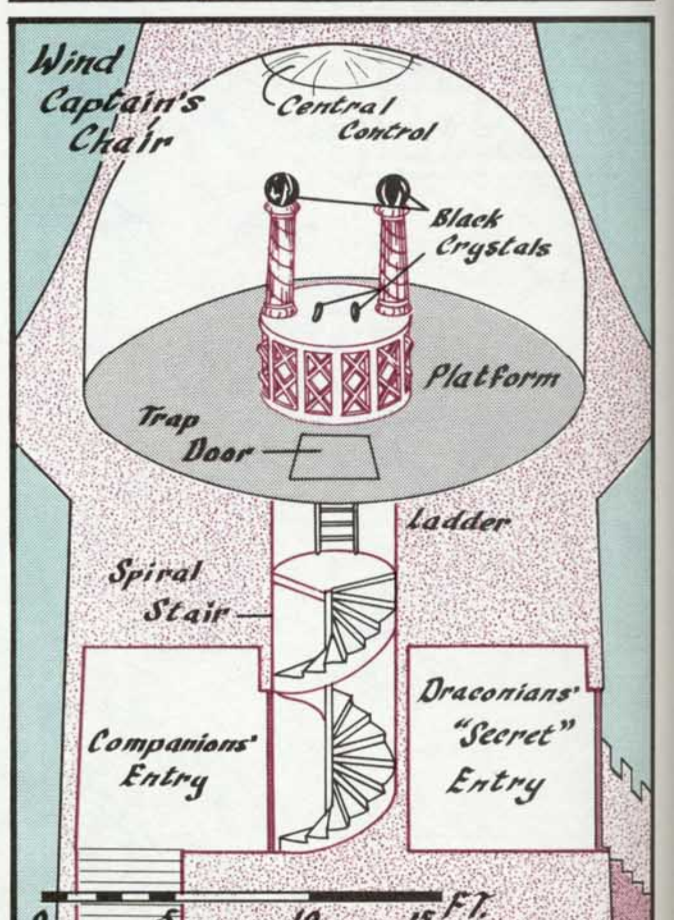
Although Flying Citadels were weapons of the enemy and varied in design according to the layout of the fortification, the description is included with Palanthas because it was here that Tanis, Caramon, and Tasslehoff captured one and eventually grounded it in an open area near the city.[1] The citadels were originally land-bound fortresses, but the black-robed magic users and dark clerics of Sanction mastered the secret of ripping a castle from its foundations and setting it in the skies.[2] Previously only the forces of Good were known to possess this skill, having lifted the Floating Tomb of Derkin and the now-vanished Floating Palace of Foghaven Vale.[3]

The damage created by this wrenching process was visible to Tasslehoff as he sat in a rear courtyard in the Flying Citadel of Palanthas. The courtyard was only a remnant of its original size, its remaining walls crumbling.[4] Below the main body of the citadel were huge, jagged chunks of bedrock. Structural cracks snaked up the side of the main fortress.[5]

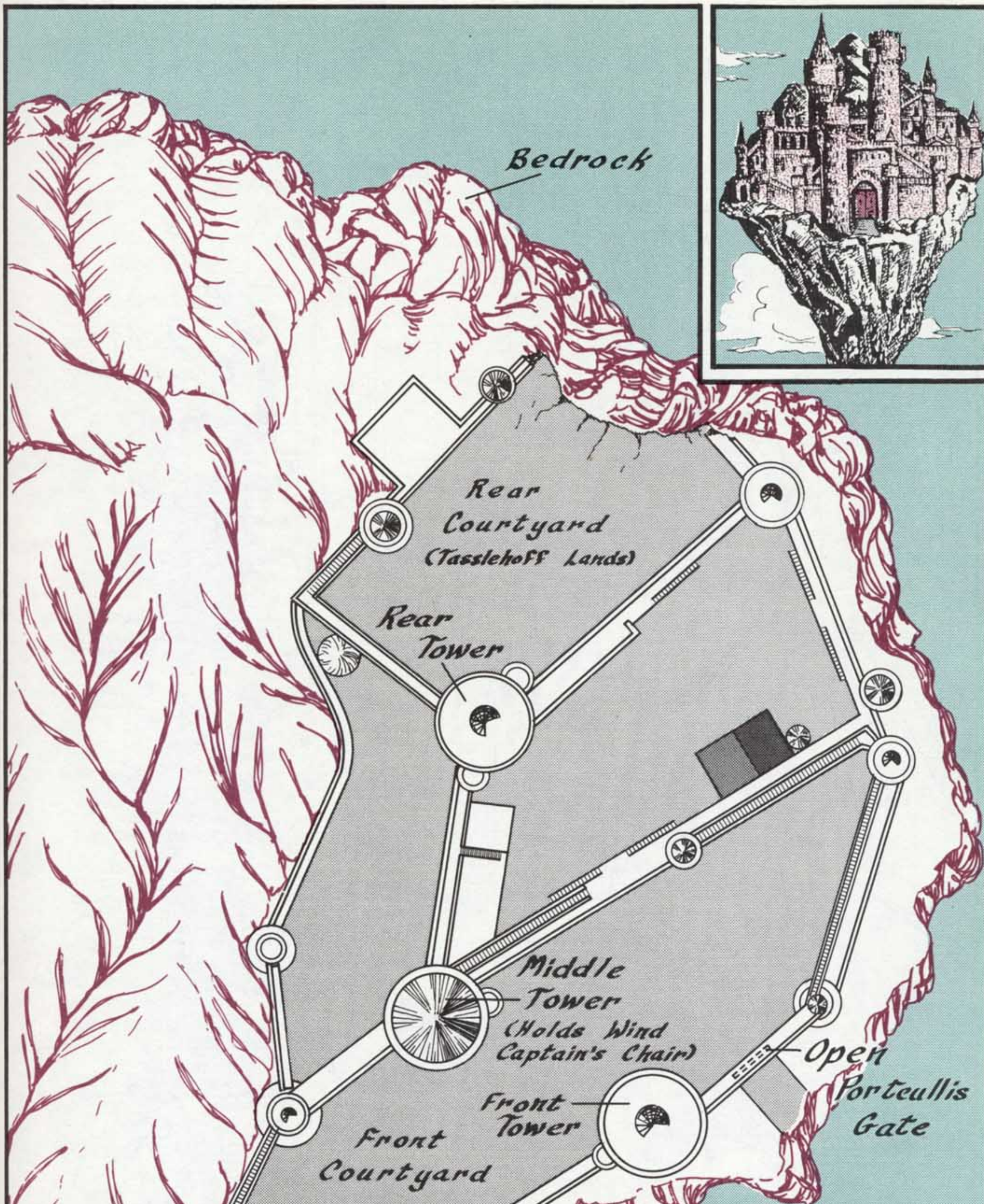
The citadel's front gate, a portcullis, was open. Light gleamed from the gate and from the windows of three tall towers.[6] From the rear courtyard Tasslehoff entered a window six feet above a locked door.[7] Inside was a corridor with a stairway visible in the torchlight. The stair was sandwiched between the inner and outer walls of the tower and had only one exit, which was high above and led to a balcony in the hollow interior.[8] From the balcony Tas saw another balcony opposite his, but it was several flights below at the head of an interior stair—the place where Tanis and Caramon were trapped, holding off draconians.[9] Tas quickly retraced his steps, going down the corridor in the opposite direction until he found a hallway turning right. This led to a stair ending at the locked door behind the companions.[10]

Led by a gully dwarf Tas had encountered in the second hallway, the companions climbed to the top of the middle tower to the control center of the citadel: the Wind Captain's Chair.[11] While Tanis and Caramon held off the draconians that entered the corridor from another door, Tas and the gully dwarf climbed a narrow flight of spiral steps, then an iron ladder through a trap door. Beyond was a small, circular, windowless room with a three-foot platform in the middle containing two pedestals topped with globes. Maneuvering the citadel was accomplished by placing one's feet in the two circles on the platform and one's hands on each of the globes.[12]

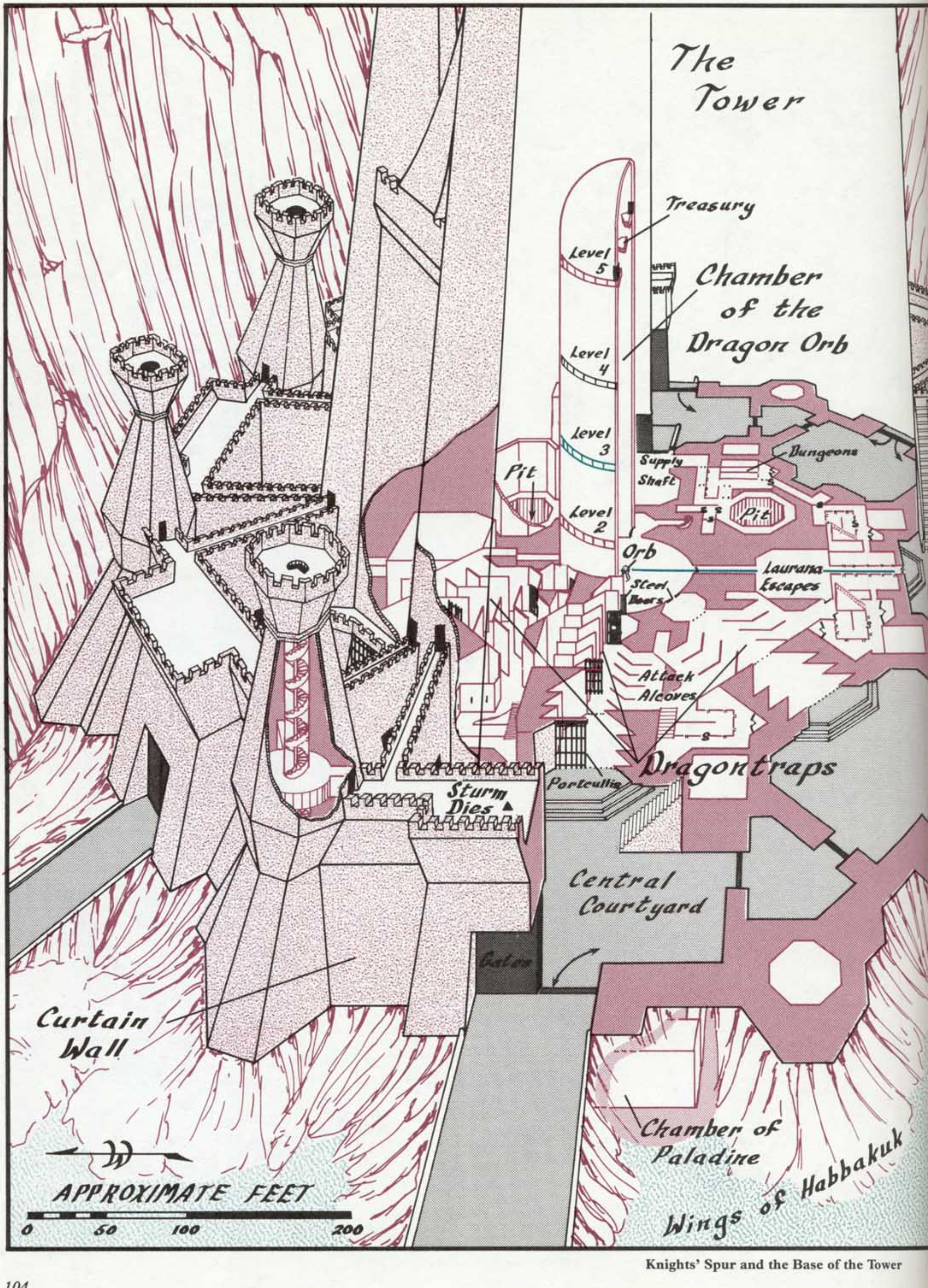




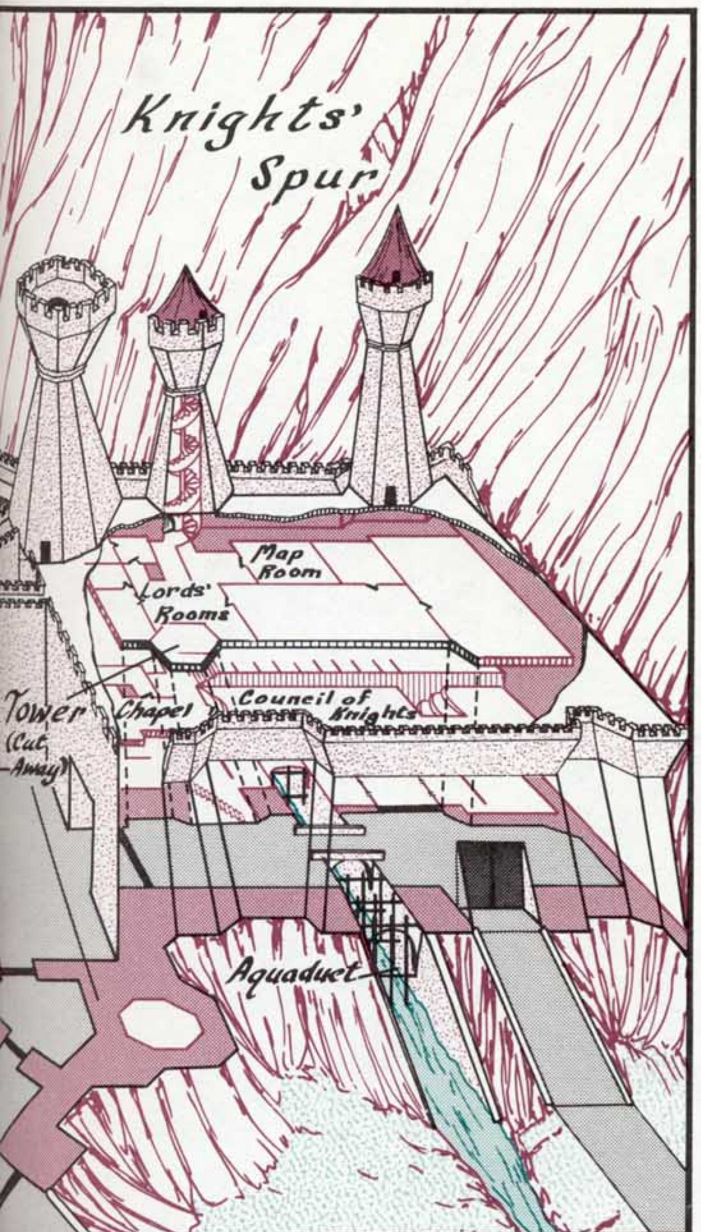
The Rear Tower
The Wind Captain's Chair

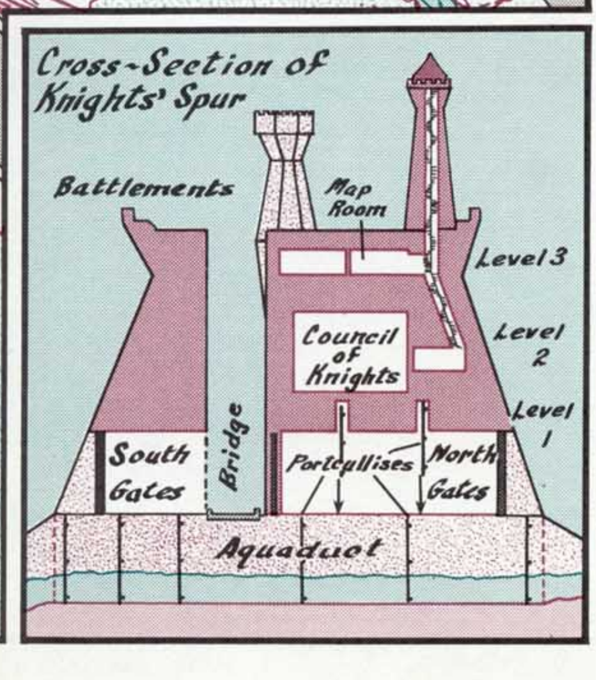


The Flying Citadel: Top View
Front View



Knights' Spur and the Base of the Tower





The Tower of the High Clerist

The Tower of the High Clerist was built during the Age of Might by Vinas Solamnus to guard Westgate Pass, the only pass through the Habbakuk Range of the Vingaard Mountains between the Plains of Solamnia and the city of Palanthas.[1] On the north a canyon wound through the mountains to the tower. To the south spread the "Wings of Habbakuk," an apronlike flatland just below the fortress. The wings ended at the Virkhus Hills, which lay between the mountains and the plains below.[2]

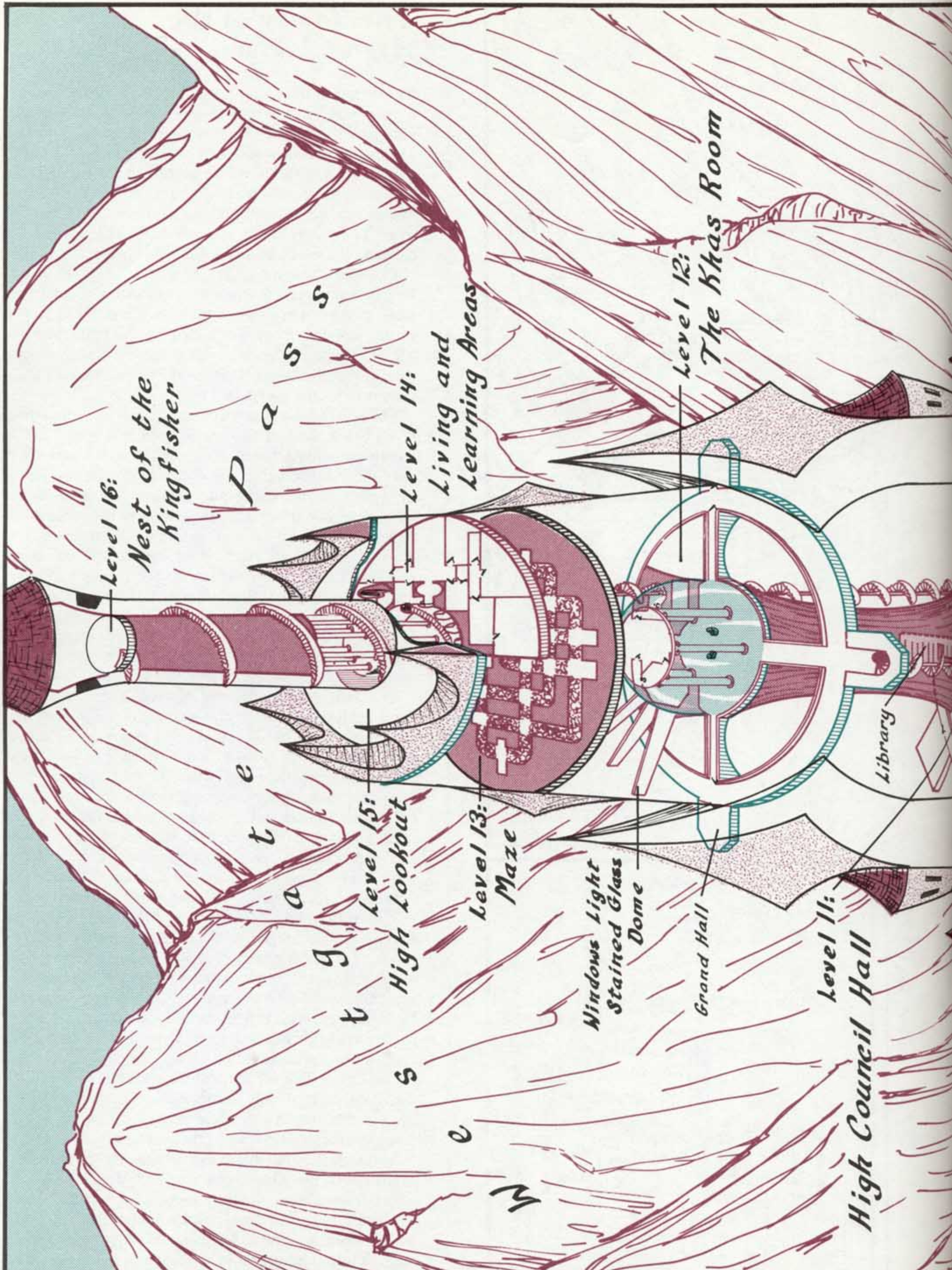
The tower was built first, and its little-known name, Dragondeath, clarified the intent of its strange design.[3] It stood at the western side of the pass. Later a wall known as the Knights' Spur was added by the Palanthians to completely block the pass.[4] Although the Knights' Spur rose 120 feet (the same height as the tower's curtain wall), the tower soared over 1,000 feet.[5]

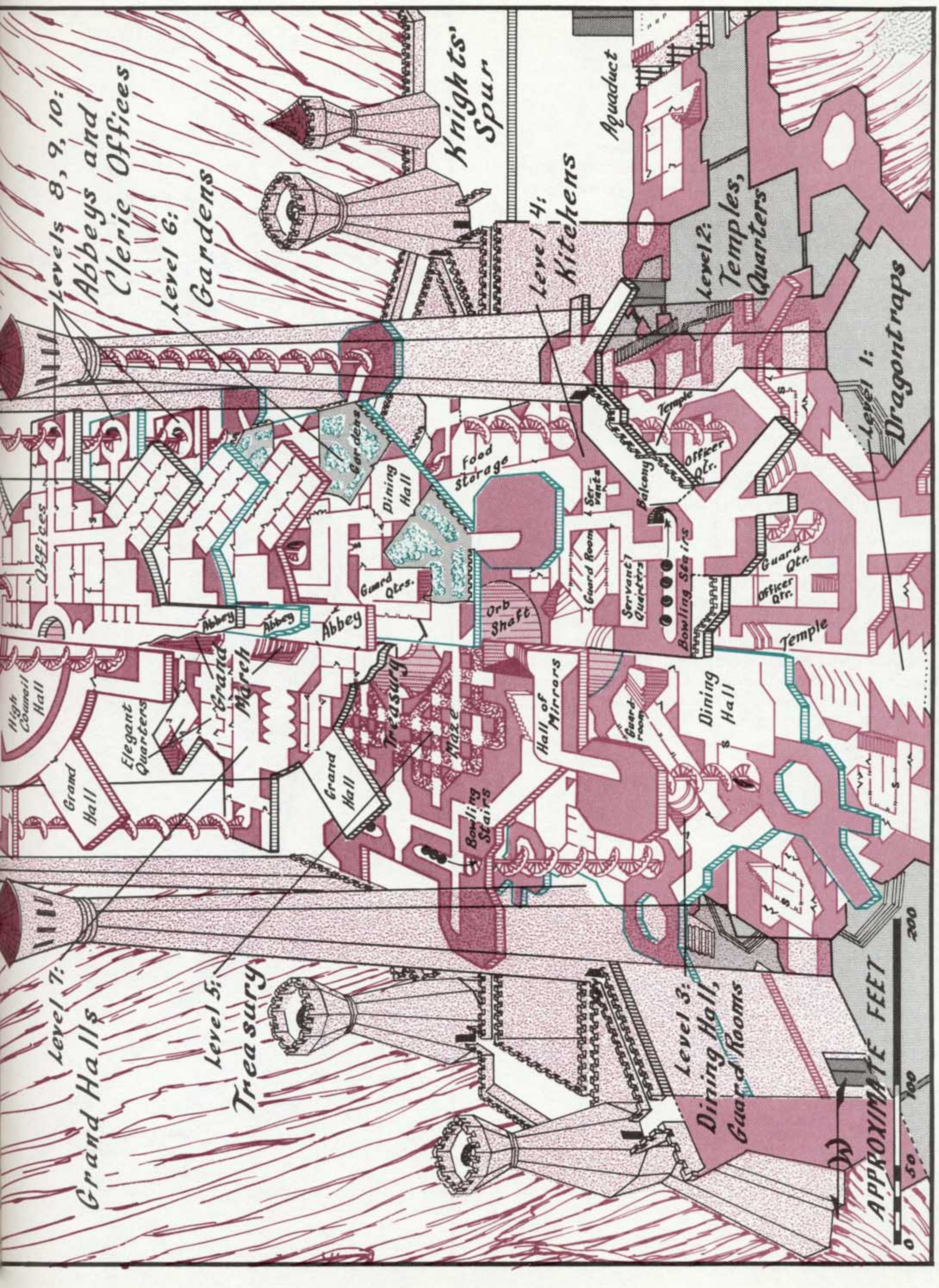
The Knights' Spur was a hollowed wall including three levels below the battlements. Approximately 200 feet in length and almost that in thickness, the wall was the only part of the fortress that was occupied during the War of the Lance. It included a map room, a hall used for the Council of Knights, a chapel adjacent to the council hall (where Sturm held the vigil before his knighthood ceremony), and several rooms that housed the defending knights.[6] In the center the stream ran through an aqueduct barred by portcullises. Just east of the aqueduct was a fortified gate and ramp leading toward the plains—Derek's path to the hopeless attack on the dragonarmy.[7] It was not on the Knights' Spur that Sturm met Kitiara, however, but on "a high wall near the central tower."[8]

The lofty tower included sixteen levels. Although designed for the comfort and training of knights, clerics, and worshipers, the tower was also a fortress. The bulk of the tower had little to do with its fortress functions, however. Each level had a somewhat different character, providing temples, abbeys, meeting rooms, libraries, dining halls, food storage and preparation rooms, offices, living quarters ranging from prisons to suites for exalted guests, and even gardens.[9] At various locations in many levels were hidden mechanisms for the defense of the tower—arrow slits, pivot traps, "bowling stairs" and others.[10]

The truly unique construction of the tower lay in the first level: the dragontraps.[11] Secretly stealing into the tower, Tasslehoff observed that the corridor was lined with "strange columns . . . like jagged teeth," and divided into three sections by portcullises.[12] The first two portcullises dropped while the third slid together, leaving a hole in the middle. Beyond were steel doors barring the entrance to a great inner room: the chamber of the Altar of the Orb.[13] Two other identical corridors also entered the room, each capable of containing a dragon under the spell of the dragon orb while knights hidden in alcoves along the corridor destroyed the creature.[14]

Although the dragon orb won the day for the defenders of the tower, the orb and chamber were destroyed by one of the dragons when the steel doors failed to close.[15] Laurana and Tas escaped through a small door into the courtyard;[16] Sturm was not so fortunate. He and the other slain knights were laid to rest in the Chamber of Paladine far below the tower.[17]


Westgate Pass
Level 16: Nest of the Kingfisher
Level 15: High Lookout
Level 14: Living and Learning Areas
Level 13: Maze
Level 12: The Khas Room
Windows Light Stained Glass Dome
Grand Hall
Library
Level 11: High Council Hall



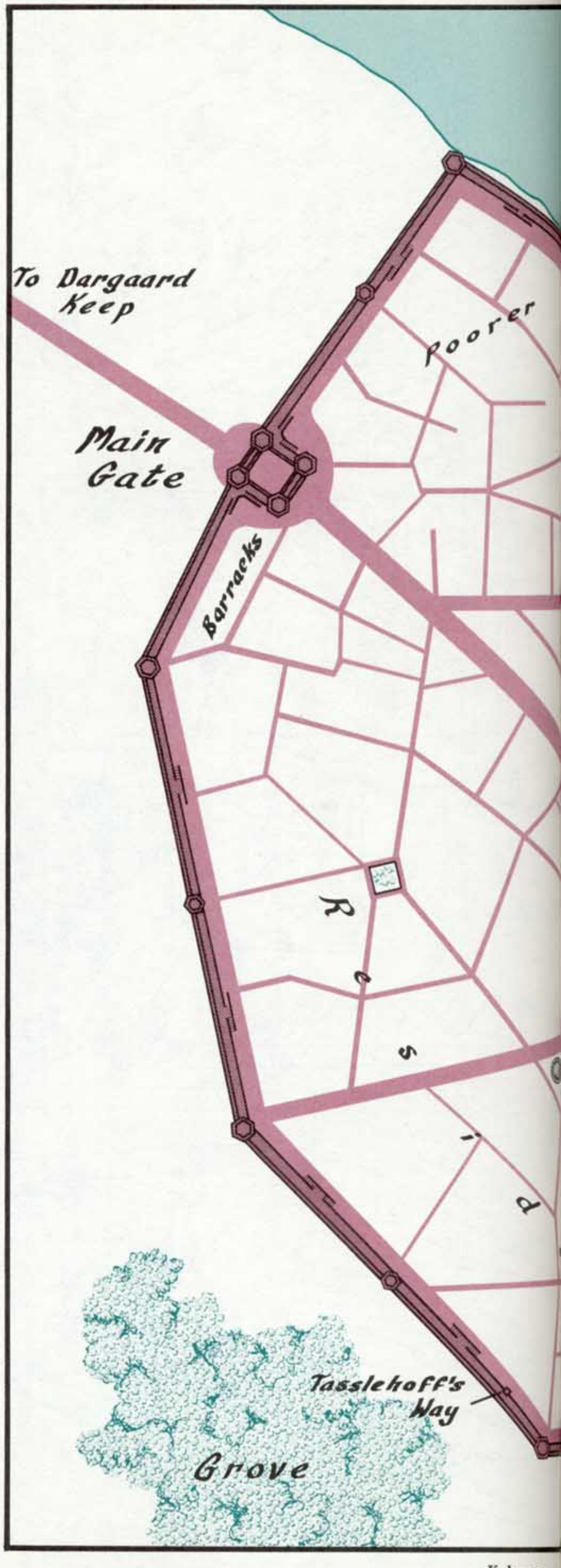
Levels 8, 9, 10: Abbeys and Cleric Offices
Level 6: Gardens
Knights' Spur
Aquaduct
Level 4: Kitchens
Level 2: Temples, Quarters
Level 1: Dragontraps
Offices
Gardens
Dining Hall
Food Storage
Servants
Temple
Balcony
Officer Qtr.
Guard Room
Servants' Quarters
Bowling Stairs
Guard Qtr.
Officer Qtr.
Guard Qtrs.
Orb Shaft
Abbey
Abbey
Abbey
Temple
High Council Hall
Elegant Quarters
Grand March
Treasury
Maze
Hall of Mirrors
Guard room
Dining Hall
Grand Hall
Grand Hall
Bowling Stairs
Level 7: Grand Halls
Level 5: Treasury
Level 3: Dining Hall, Guard Rooms
APPROXIMATE FEET
0
50
100
200

Kalaman

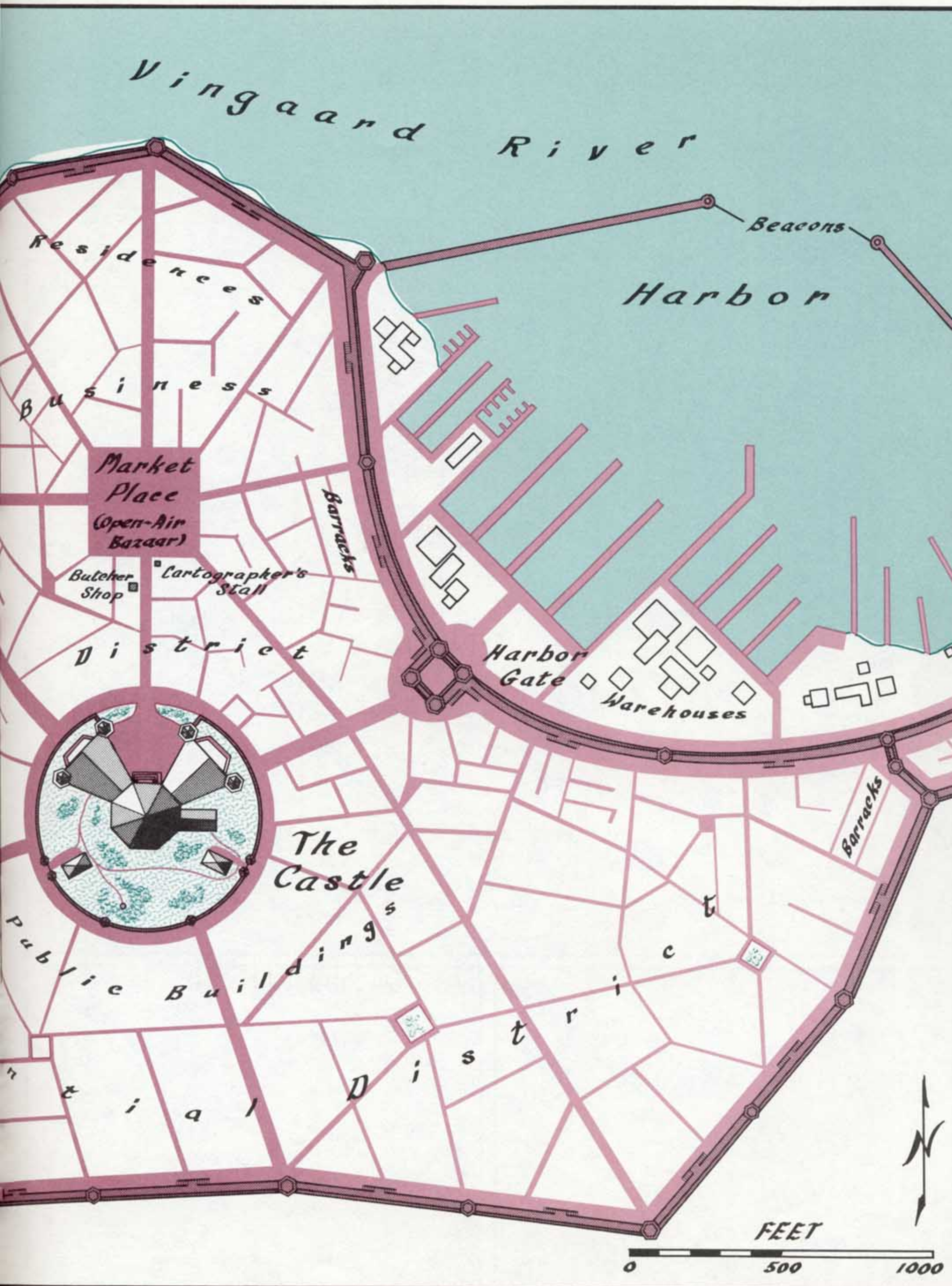
The first city retaken by the Knights of Solamnia after the battle of the Tower of the High Clerist, and the first place the Flying Citadels were seen, was Kalaman.[1] The city was situated on the estuary of a river flowing from the Plains of Solamnia, deep enough to allow a port. The sea elves left Tanis, Riverwind, Goldmoon, Caramon, Tika, and Berem to drift ashore near a fishing village a few miles from Kalaman.[2]

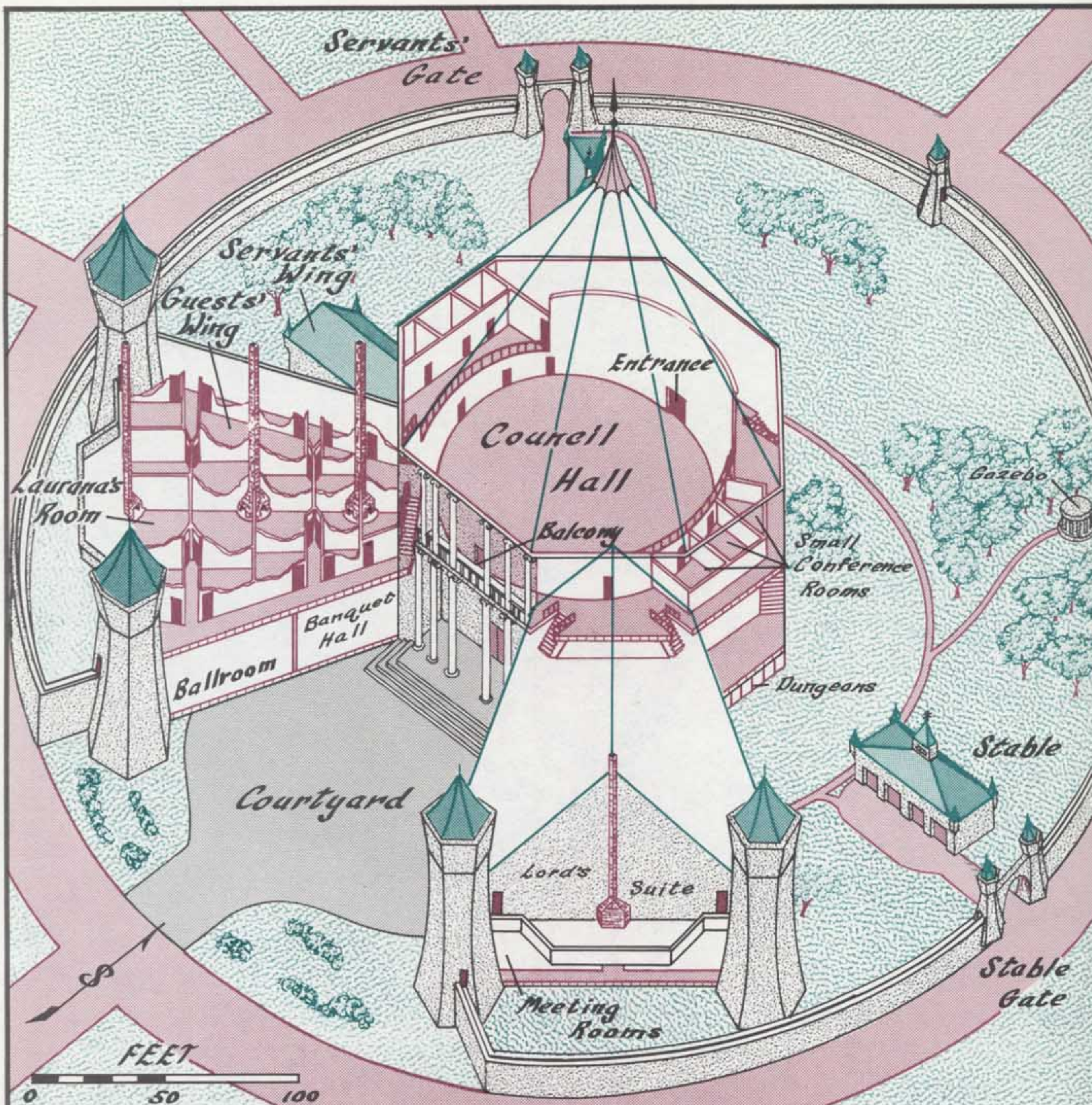
With the arrival of the good dragons, Kalaman was retaken by the Knights of Solamnia under the command of the Golden General, Laurana. For a brief span of days prior to Tanis's arrival Laurana, Flint, Tas, Gilthanas, and Silvara were in the city. Laurana was honored at the Spring Festival and housed in the castle.[3] Her room was in an upper level, for she could hear the revelry in the rooms below.[4] The cell of Kitiara's officer Bakaris was probably in a dungeon level of the same building.[5] The most likely location of the small conference room offered to Tanis and Gilthanas for private discussion was off "the great round council hall" with its north-facing balcony and south-facing doors.[6]

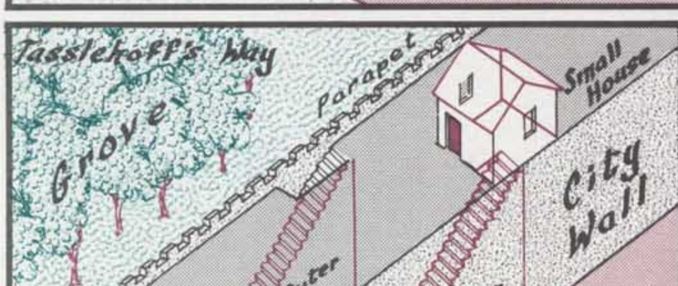
Descriptions of Kalaman were sparse. The knights camped outside the city walls until space was found for them within.[7] Near the great central palace the city had numerous small stores (such as the cartographer's stall and butcher's shop Tas entered), and a famed open-air bazaar which Tas visited even as a child.[8] It was due to these early visits that the kender was familiar with a little-known way over the city walls. A small, locked door opened to a stair which climbed to a room at the top of the wall, across, and down a second stair. Tas led Flint and Laurana to the ill-fated rendezvous in the grove outside the walls where Laurana was kidnapped, and he later showed Tanis the same route when departing for Neraka.[9]



Kalaman

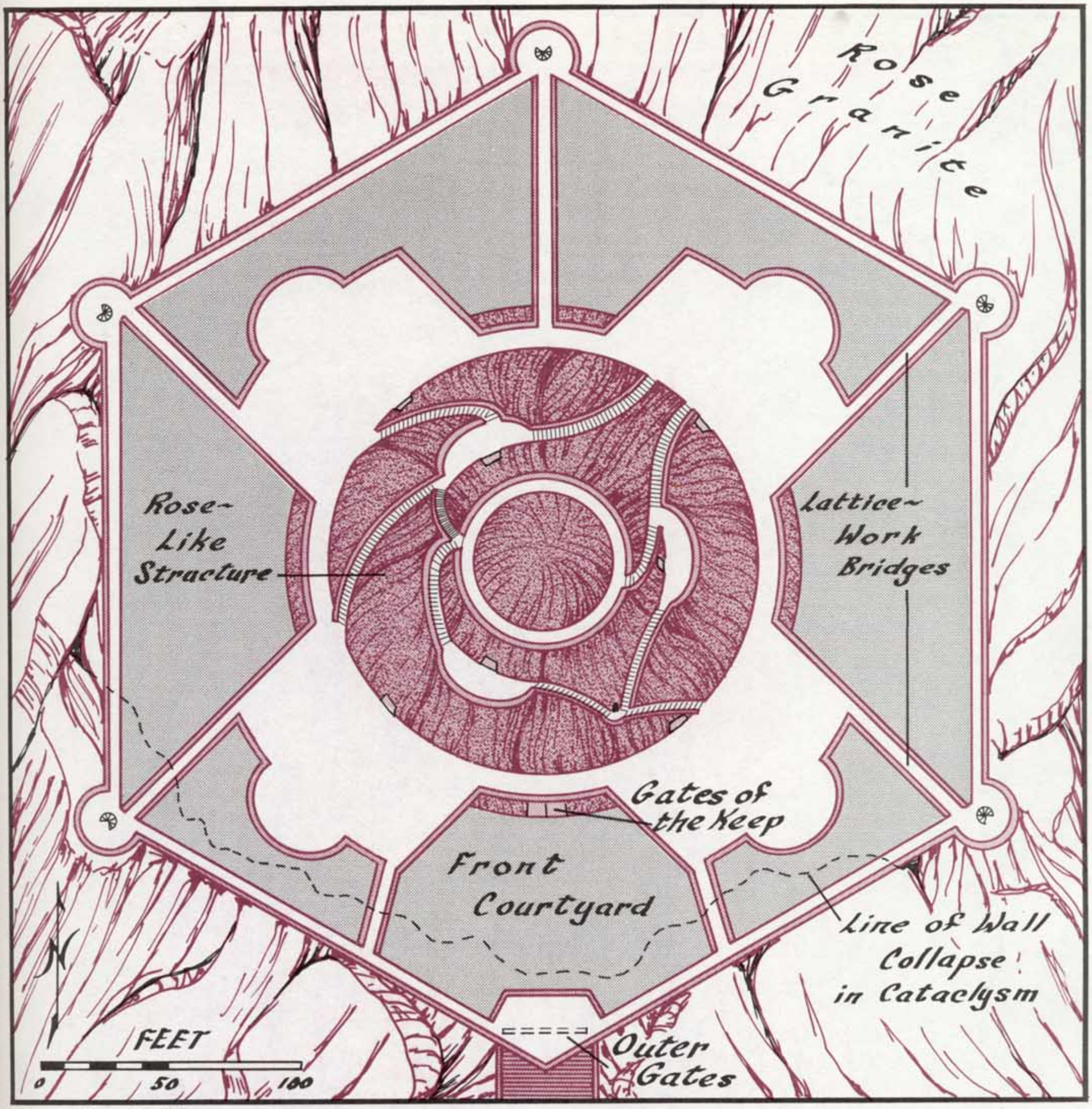

Vingaard River
Beacons
Harbor
Residences
Business
Market Place (Open-Air Bazaar)
Barracks
Butcher Shop
Cartographer's Stall
District
Harbor Gate
Warehouses
Barracks
The Castle
Public Buildings
District
ntial
FEET
0
500
1000







The Castle
Tasslehoff's Way
Route to Dargaard Keep



Dargaard Keep: Top View

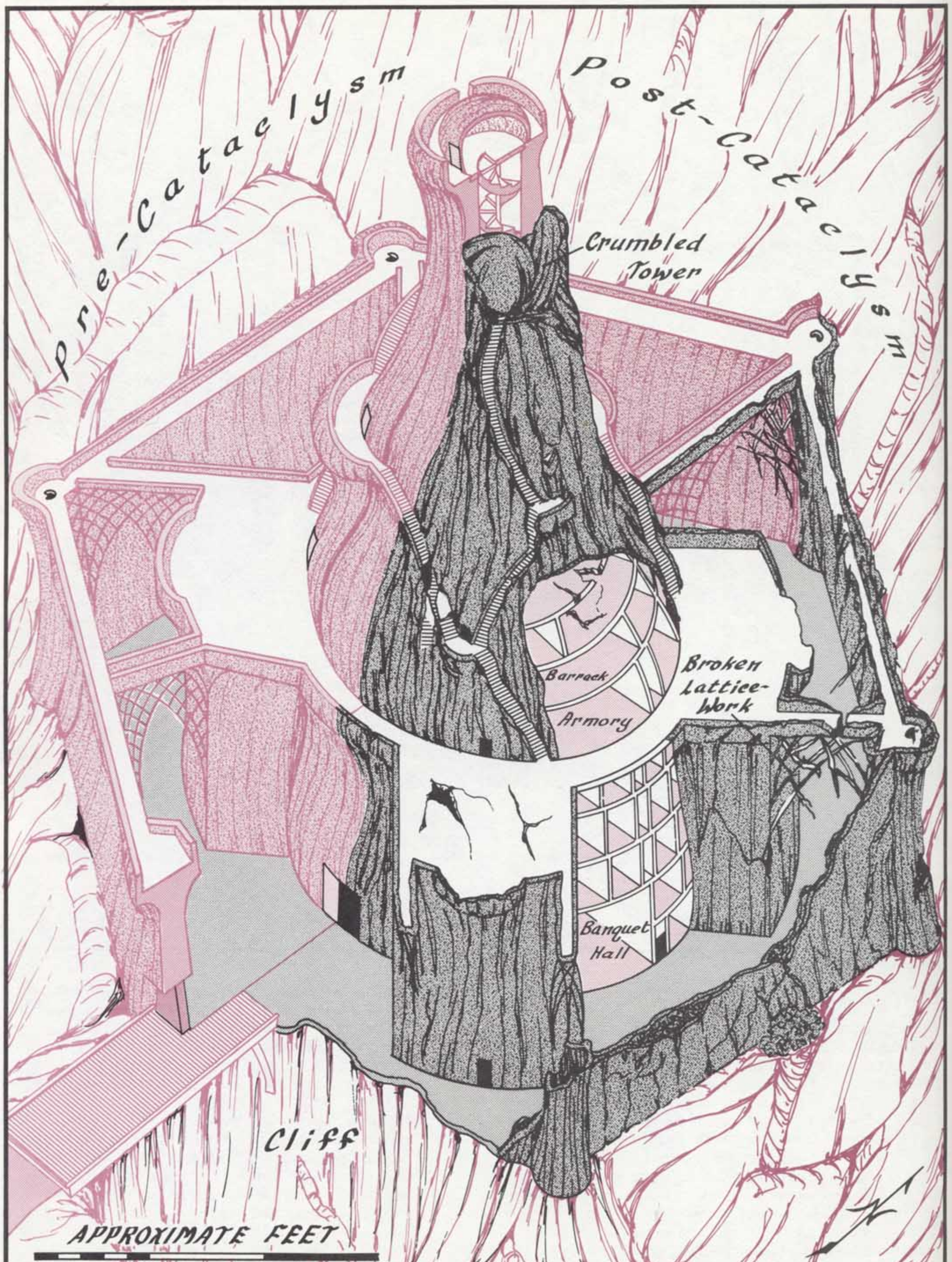
Dargaard Keep

When Laurana was kidnapped, she was flown by wyvern to a location about an hour from Kalaman, near Dargaard Keep. The keep stood near the north end of the Dargaard Mountains west of Kalaman, but Barakis first took Laurana to a clearing about a mile from the keep.[1] Despite Tasslehoff's valiant efforts in attacking Barakis, Laurana did not escape, but was taken by Lord Soth to the keep.[2]

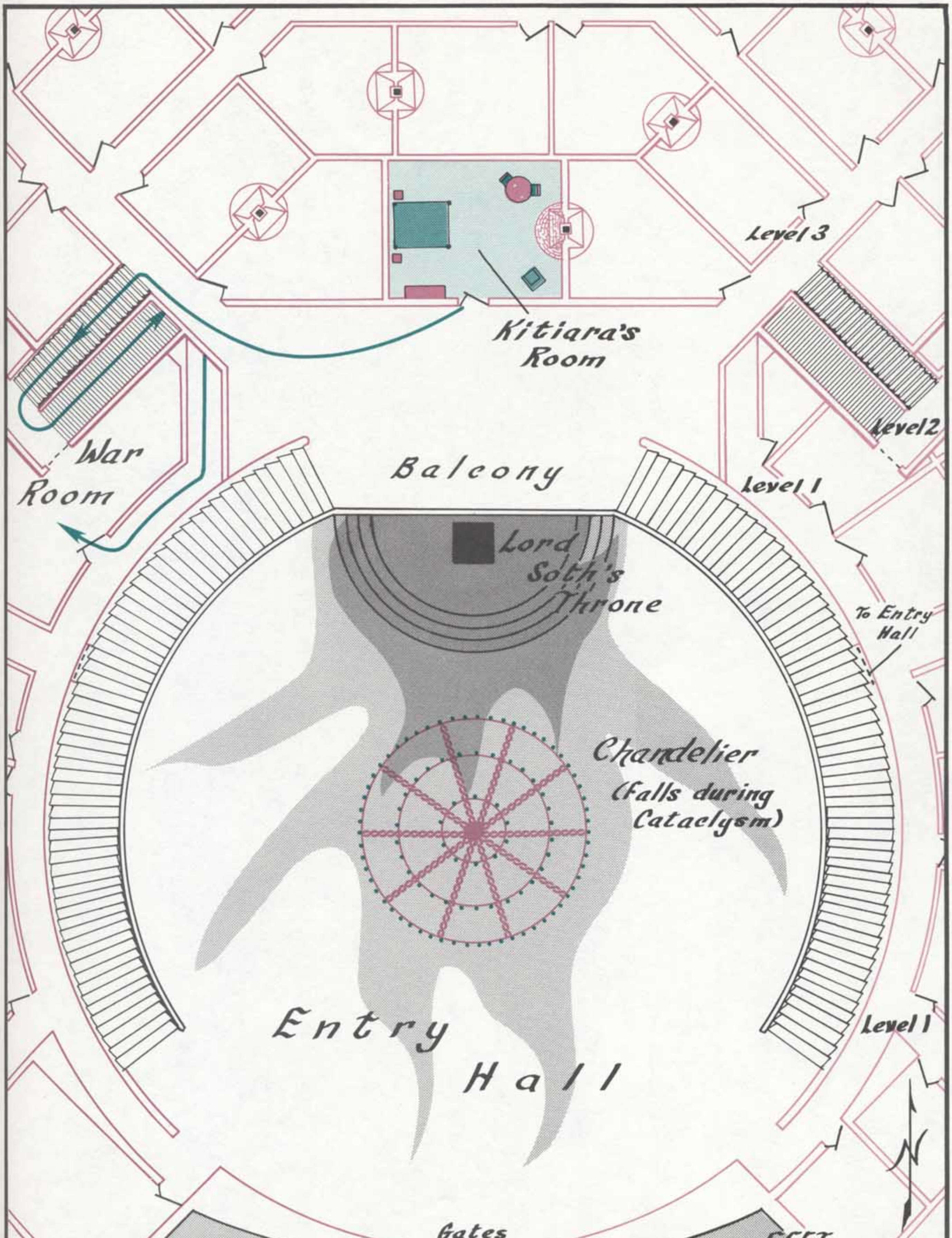
Lord Soth was a Knight of Solamnia before the Cataclysm. He was lord of Dargaard Keep when it was a beautiful citadel, its "rose-colored walls rising . . . from the rock in the very likeness of a rose itself."[3] Whether by chance or intent, the impact of the Cataclysm on Dargaard Keep made it a fitting dwelling for one whose personal failings caused him to become a "death knight." As a result of the Cataclysm, the front south-facing wall plunged 1,000 feet, leaving a sheer cliff at the outer edge of the courtyard. Inside, the massive 100-candle chandelier fell to the floor, setting the castle afire.[4]

In spite of the earlier conflagration, the keep was still habitable. Its outer walls were crumbled and misshapen, but the towers still stood. Even the immense, round entry hall, whose vaulted ceiling once held the chandelier, was still in use. Paired staircases swept up the sides to a landing 30 feet across which overlooked Lord Soth's throne.[5]

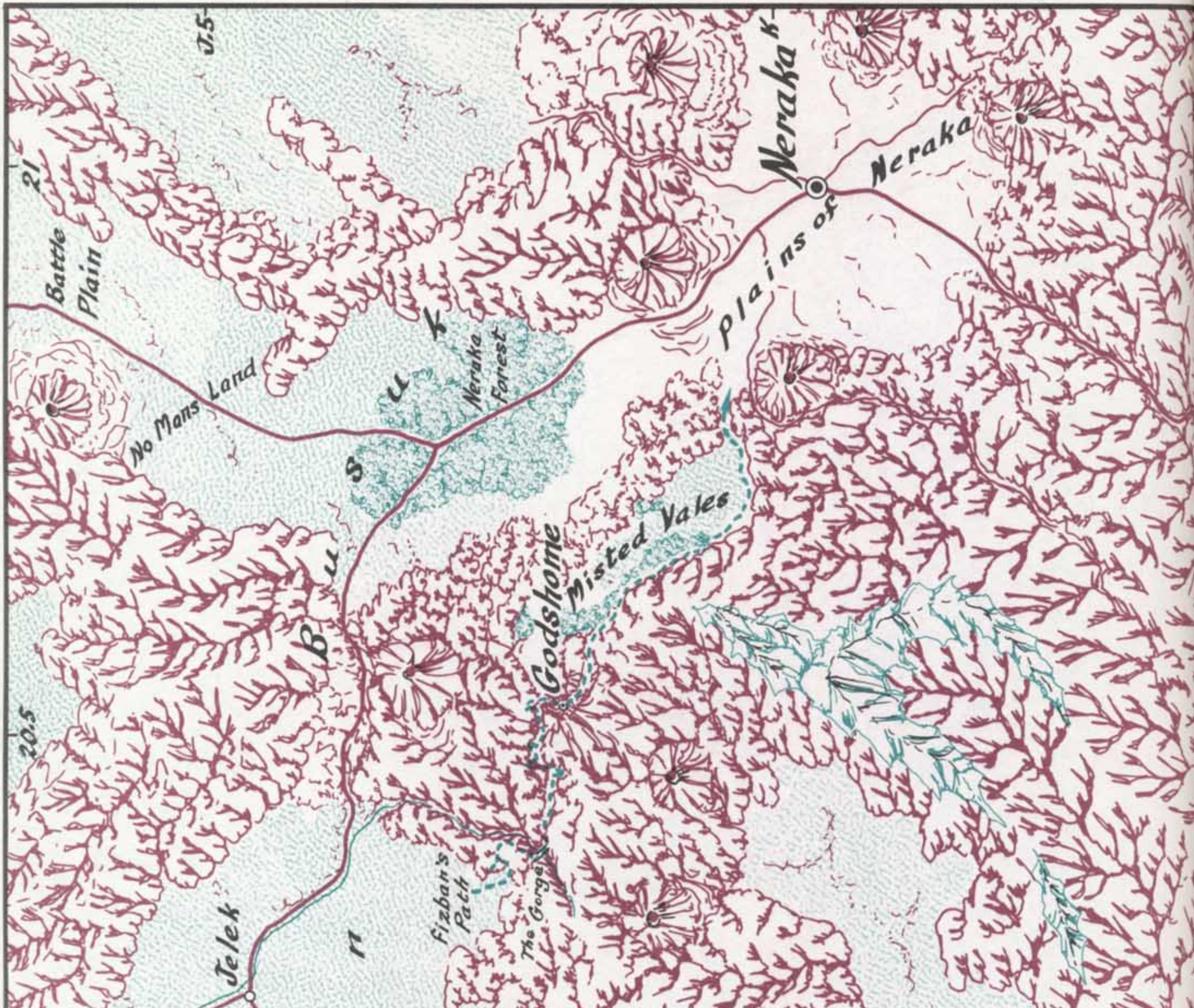
A door from the landing entered Kitiara's bedchamber, which seemed comfortably furnished with a fireplace.[6] The only other room mentioned in the keep was the War Room. This room could be reached from Kitiara's chamber via winding passages without using the entry way.[7] Although Kitiara and Lord Soth agreed "to serve each other" during the War of the Lance, the sharing became forced and forever when Kitiara died.[8]



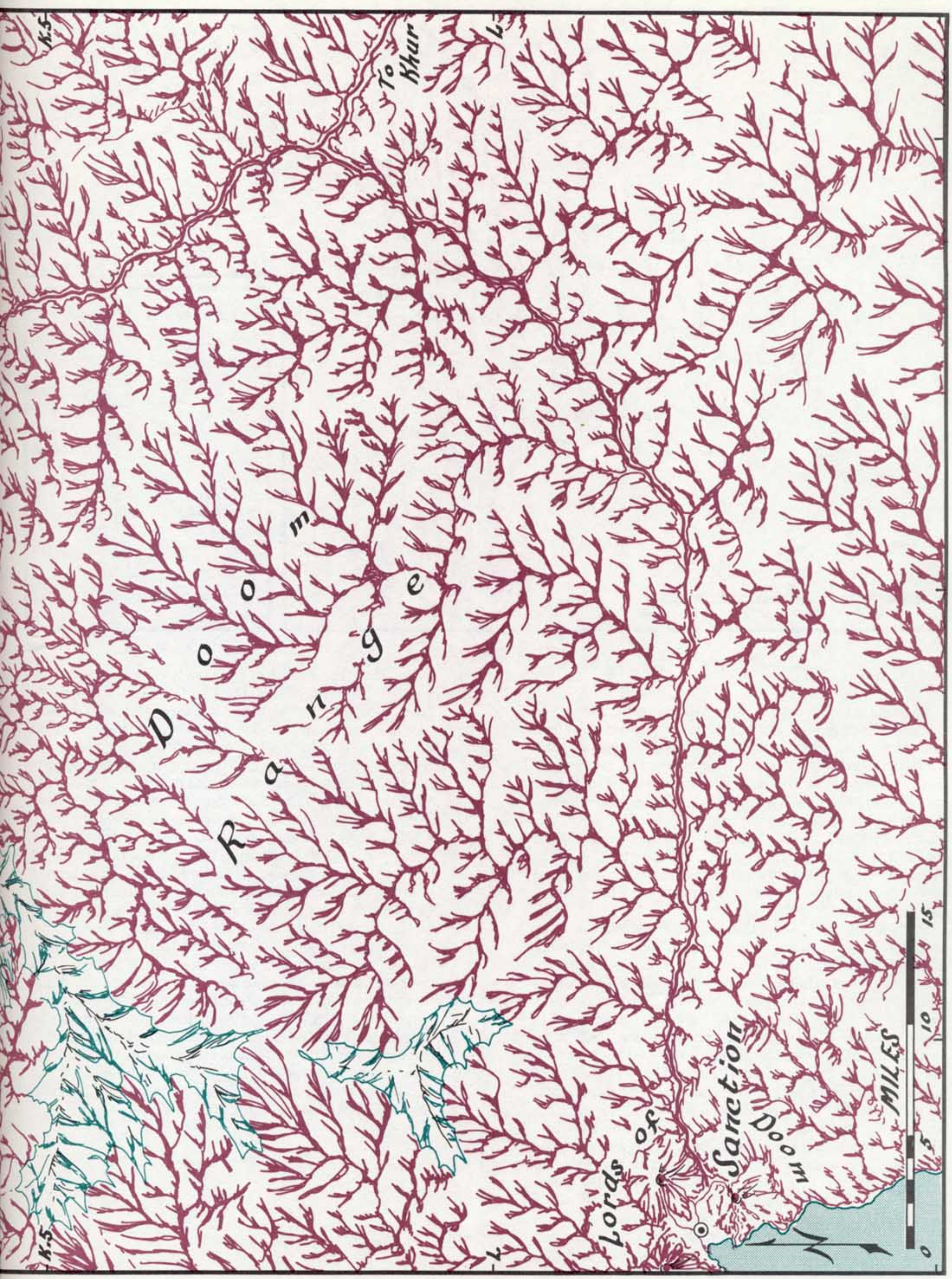
Dargaard Keep: Oblique View

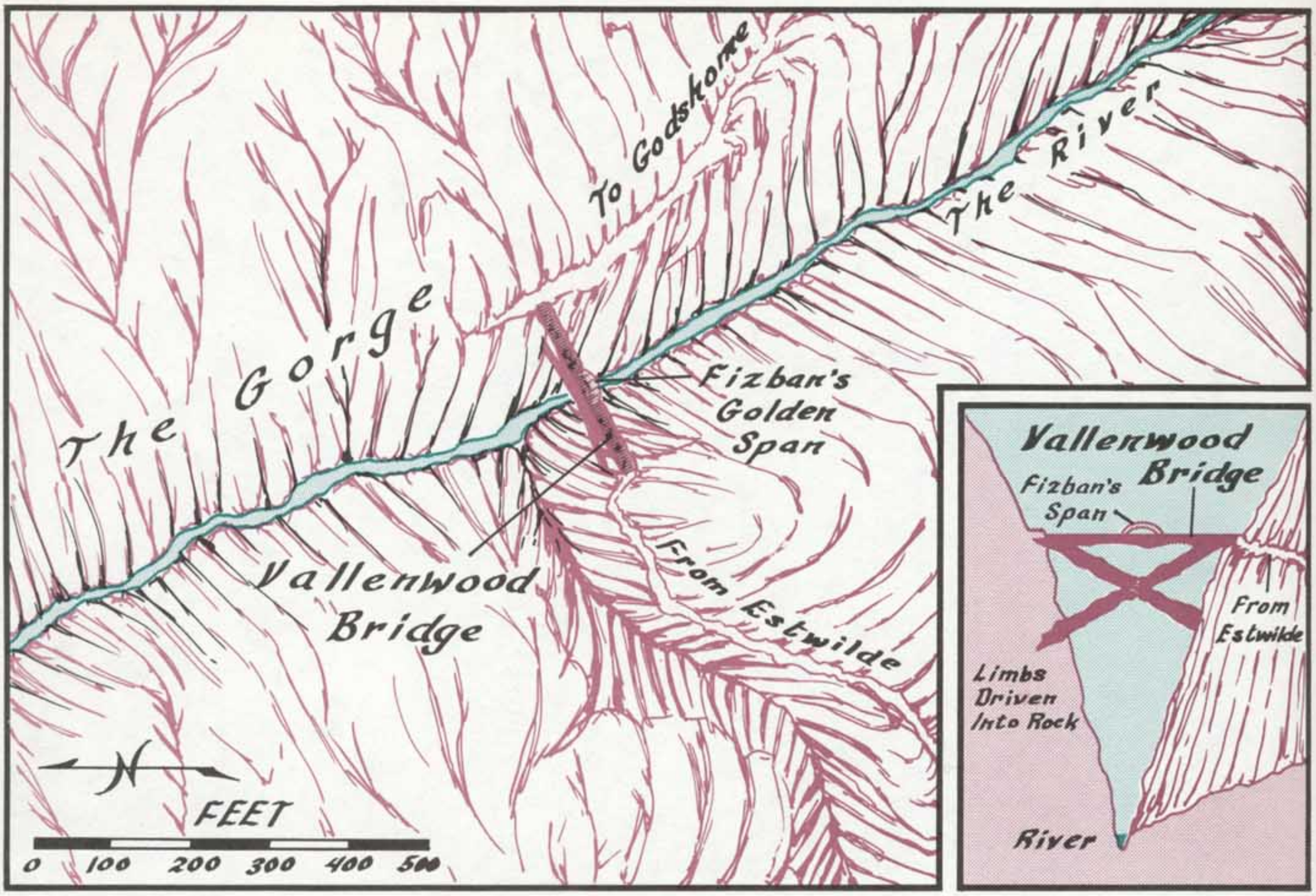


A Portion of the Interior



Khalkist Mountains: The Doom Range


To Khur
K.5
Doom Range
Lords of Sanction
Doom
MILES
0
5
10
15
K.5



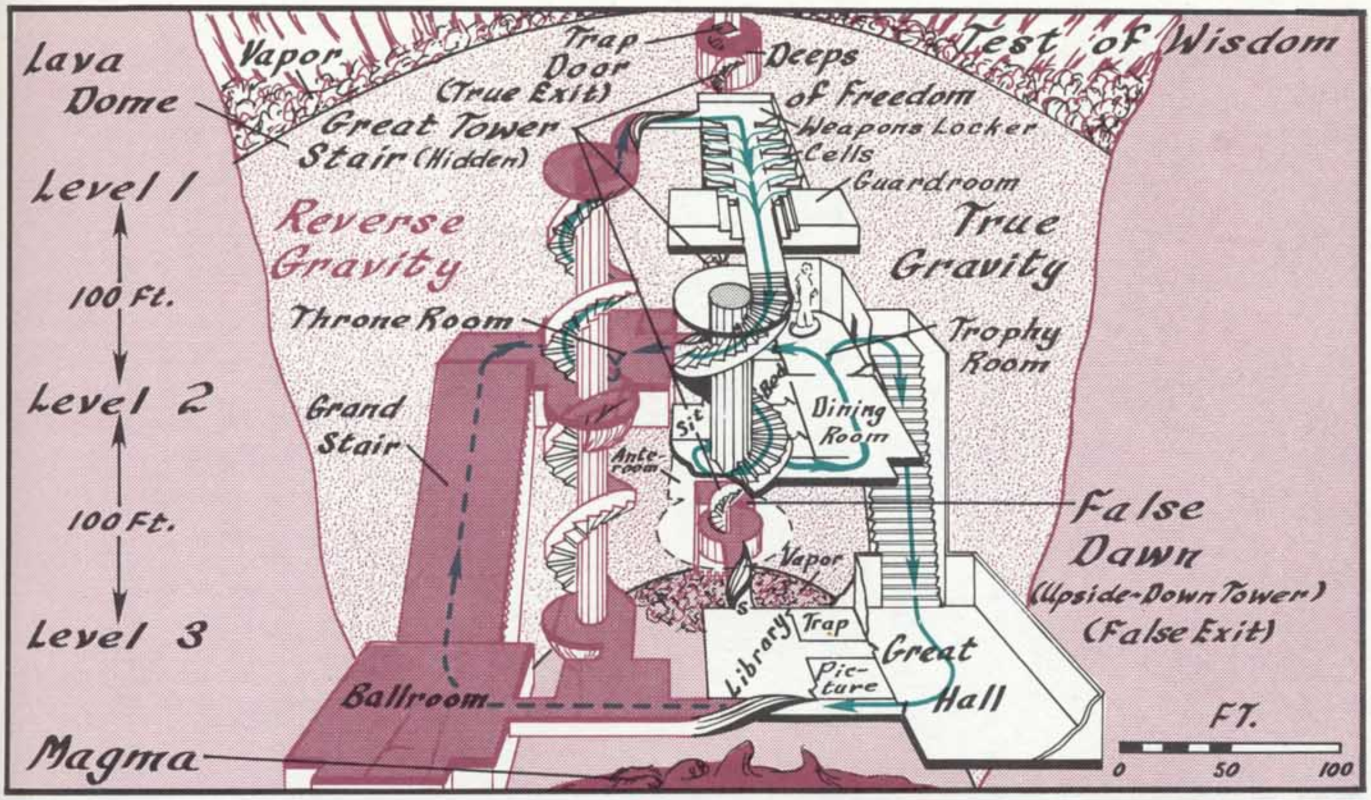
The Gorge

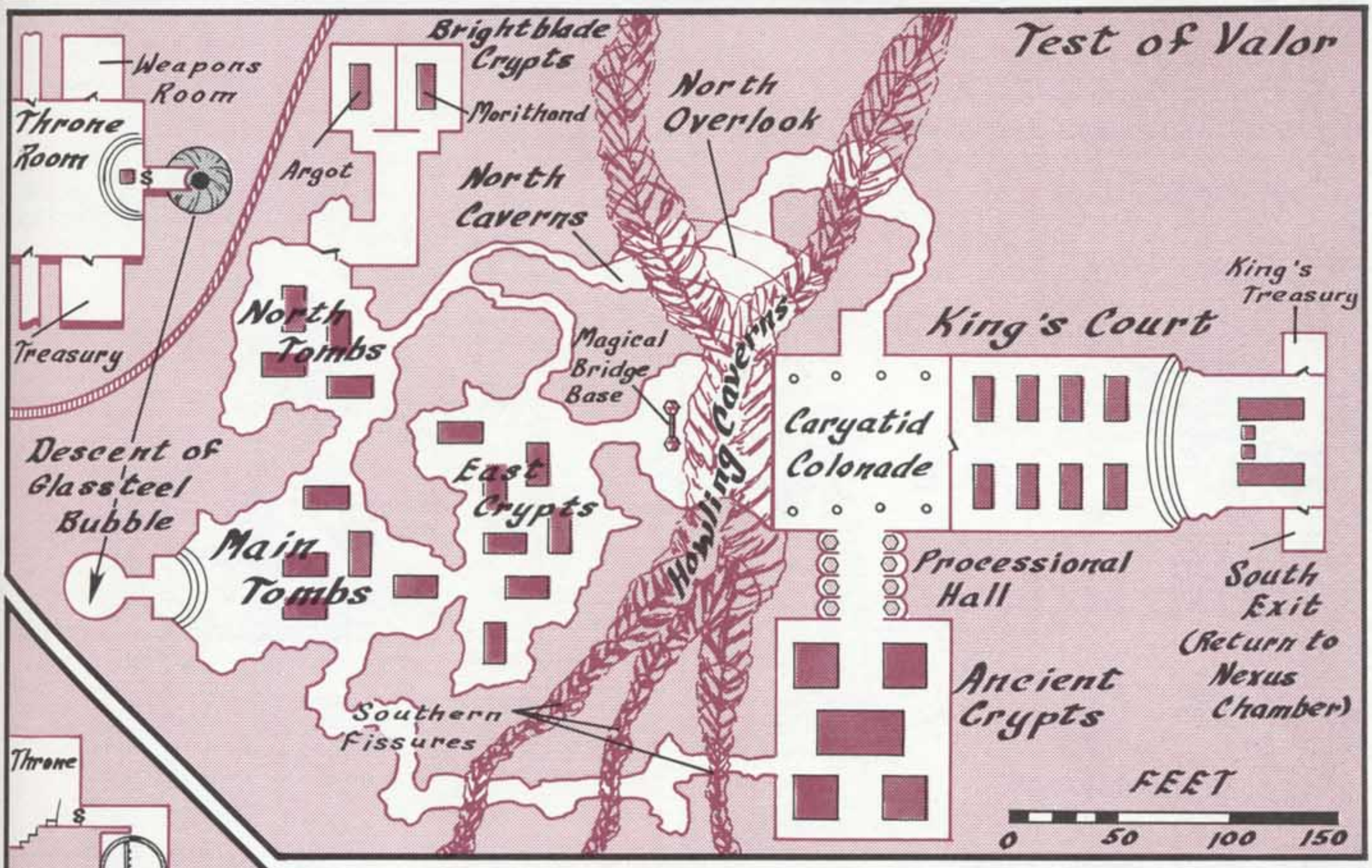
Godshome

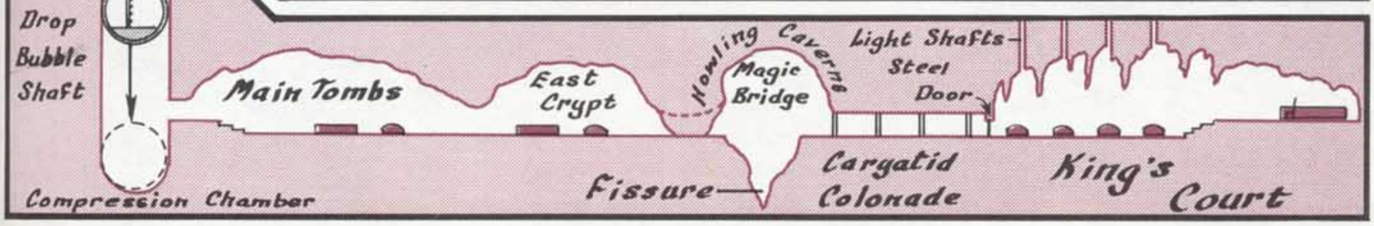
In passing through the Khalkist Mountains on the way to Neraka, the company was pursued by draconians. Fizban led them along a mountain trail to a narrow gorge. Four hundred feet above the rushing stream a vallenwood bridge spanned the chasm. Though the bridge had stood since before the Cataclysm, Tanis broke through the rotten planking as the companions crossed. For once Fizban's spell casting was successful and the hole was bridged with a golden span, only to have the rest of the wooden bridge give way entirely under the weight of the pursuing draconians. The company escaped the magical bridge on ropes.[1]

Fizban's bridge was not the only supernatural event the company could have encountered while traveling through the mountains, for this was the site of Glitterpalace, the "famed home" of Paladine.[2] Its golden doors could be found in many places; it could provide an escape to those in danger from evil followers or an opening to those deemed in need of the testing which took place within its walls.[3] Once the golden doors had been passed, the visitor saw "vast cathedral walls of crystal arch overhead" for the length of the long hall which ended at a pair of platinum doors.[4] Beyond the doors was a huge, circular, domed room with a dais holding a throne over 100 feet tall—the Nexus Chamber. Three doors led from the chamber, transporting those who entered to test areas which sharpened their skills and revealed possible methods of destroying the Dark Queen.[5] The Test of Wisdom occurred in a volcano and could possibly have ended with Fizban as Paladine confronting Takhisis.[6] The Test of Valor occurred in a vacated, pre-war Vingaard Keep, ending with the possibility that a self-sacrificing companion could close the Portal to the Abyss by entering permanently.[7] The Test of the Heart lay on a 1,000 foot moorland plateau overlooking Kalaman. Berem's sister awaited him at the citadel, and when he joined her the portal would supposedly close.[8] All of these revelations were only possibilities—not the actual accomplishment of the goal. The company was forced to continue to Neraka.

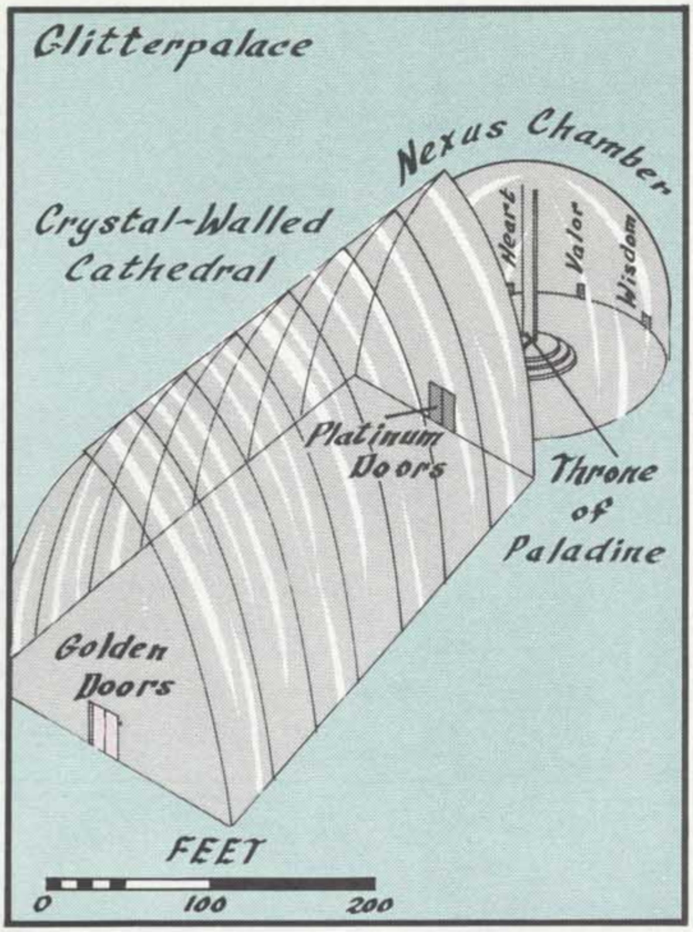
Whether or not the companions entered Glitterpalace, they eventually reached a holy site in the heart of the Khalkists: Godshome.[9] A nearby city ruined since the Cataclysm took its name from the original location, while the true Godshome was all but forgotten.[10] In the heart of a mountain was a bowl completely surrounded by cliffs. Crevices through the rock allowed the company to enter on the northeast and exit in the southeast.[11] A perfect circle of closely spaced, shapeless boulders surrounded the floor of the bowl, representing the gods of Krynn.[12] The floor was of such polished black rock that it appeared at first to be a pool of water. Although it was daylight when Tanis and Tasslehoff followed Fizban onto the surface (as the old mage carried Flint to the center), everyone saw all three moons and the stars shining from the depths of the rock. As Fizban reached the heart of Godshome his true nature was revealed, for he disappeared and the constellation of Paladine appeared in the rock.[13]

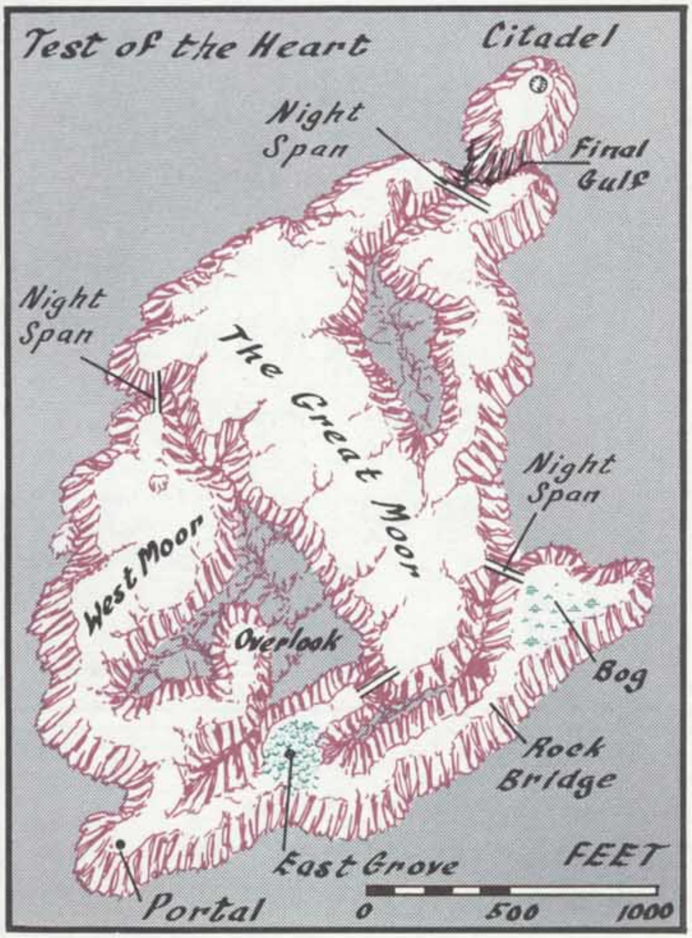






The Test of Wisdom
The Test of Valor
Cross-section of the Test of Valor

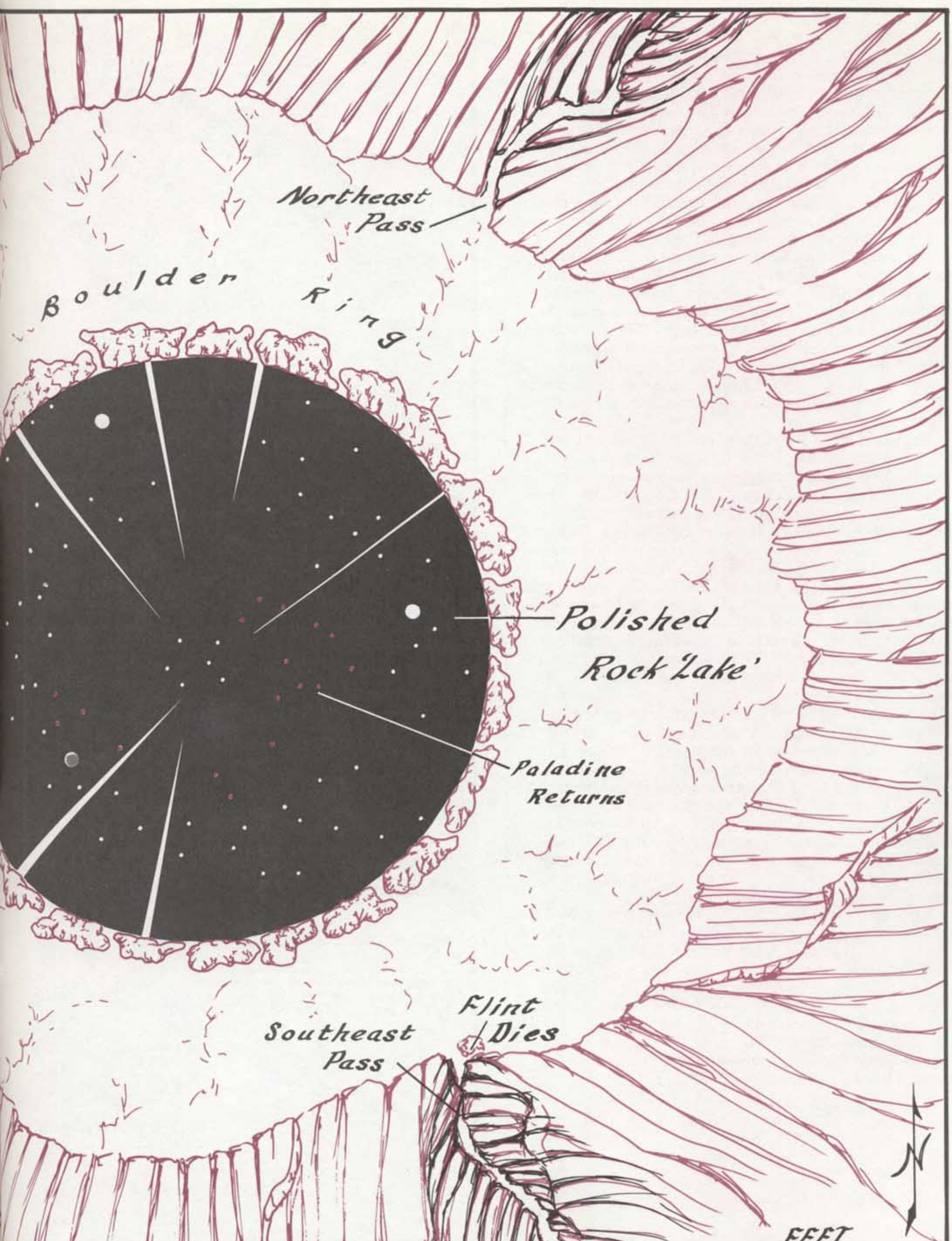








Glitterpalace
The Test of the Heart
North-South Cross-section


Northeast Pass
Boulder Ring
Polished Rock 'Lake'
Paladine Returns
Flint Dies
Southeast Pass
N
FEET
0 5 10 15 20 25

Sanction

On the northeast shore of Newsea, surrounded by the Khalkist Mountains north, west, and east, was the city of Sanction, the port city of the dragonarmies. Surrounded by high cliffs, the harbor was well-protected physically, as well as blockaded by dragonarmy ships.[1] To the dragonarmy's knowledge only two passes led through the Khalkist Mountains: north from the plains of Estwilde and east from Neraka.[2] Local villagers to the north knew of a third pass, however, a trail leading from the road to a north pass that climbed higher over the shoulders of one of the guardian mountains: the Lords of Doom.[3]

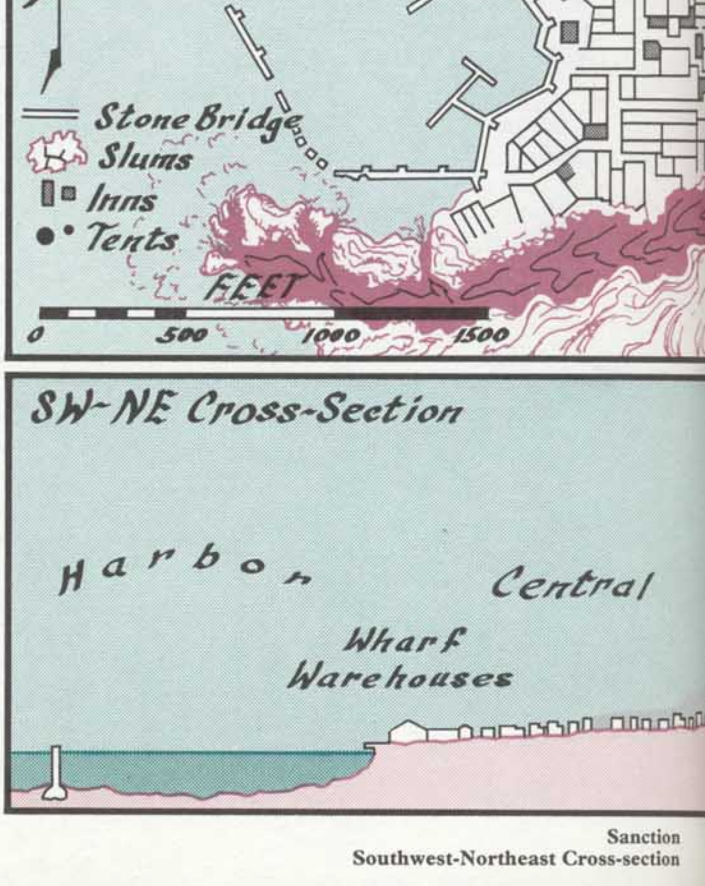
The Lords of Doom were the three great volcanoes surrounding Sanction: northwest, northeast, and southeast.[4] They rose 4,000 feet, towering not only over the port city, but even above the peaks of the local section of the Khalkists known as the Doom Range.[5] The volcanoes were already active in 287 A.C. (65 years before the War of the Lance) when the evil dragons of the Dark Queen brought the stolen eggs of the good dragons.[6] Vulcanism may have begun as a result of upheavals at the time of the Cataclysm.

At the time of the companions' arrival, continually widening streams of lava flowed through the doomed city. Stone bridges allowed passage over the flows, but the heat and fumes could not be escaped.[7] The narrow valley floor which remained was crowded. Warehouses, inns, shops, brothels, slum dwellings, and slave markets were packed so tightly among twisting, alleylike streets that one could not see a block beyond. Deteriorated structures mingled with new but poorly constructed buildings.[8] Most of the warehouses and shops near the docks were probably original, while those near the eastern edge were likely to be newly constructed. The central area of the city, separated into two unequal portions by the largest lava flow, was a maze of slums; the central slum was frequented by troops.[9]

About half the original occupants of Sanction had left, but their numbers were more than replaced by the dragonarmy forces camped on the slopes east of the city. The dragonarmy had three distinct camps. The southern camp held about 6,000 goblins, hobgoblins, and humans (about 500 tents with twelve per tent); it was a hot, crowded, hellish place. The eastern camp was far less crowded with about 820 ogres, minotaurs, trolls, and hill giants (about 120 tents with six per tent). The northern camp was the most orderly, containing nearly 3,000 draconians (about 230 tents with twelve per tent).[10]

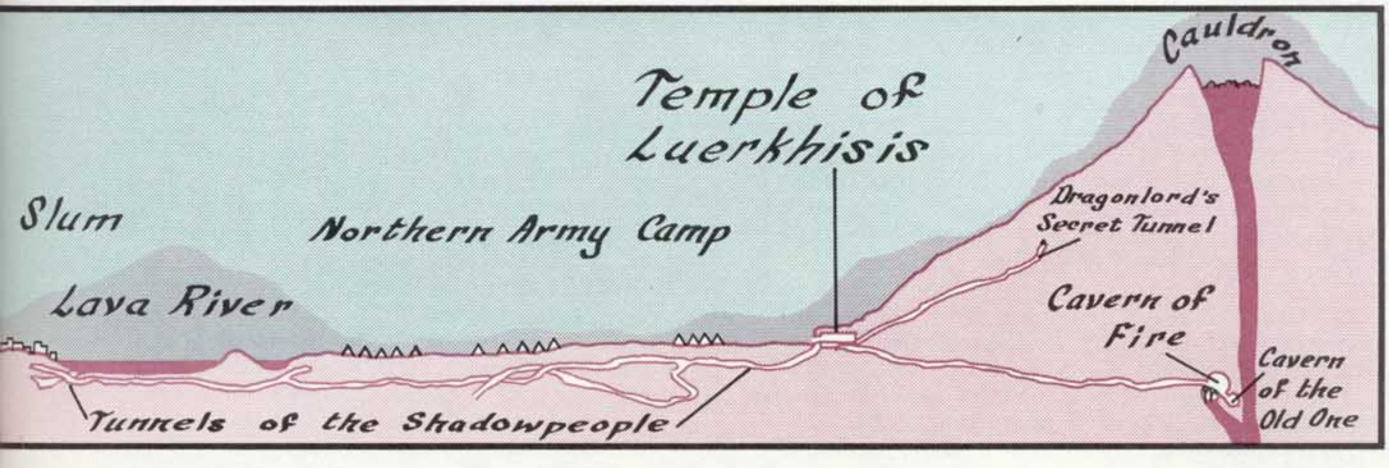
Three major structures were set apart from the crowded city—the temples of Sanction. From the plaza at the heart of Sanction each could be seen as it rose on the slopes of its respective volcano, separated from the chaos of the city by an open area.[11] Northwest was the Temple of Huerzyd; southeast was Duerghast; and northeast was Luerkhisis, laboratory for the production of draconians.[12] Totally unknown to the dragonarmies, a tunnel system honeycombed the land below Sanction and provided a hiding place for the Shadowpeople.[13]

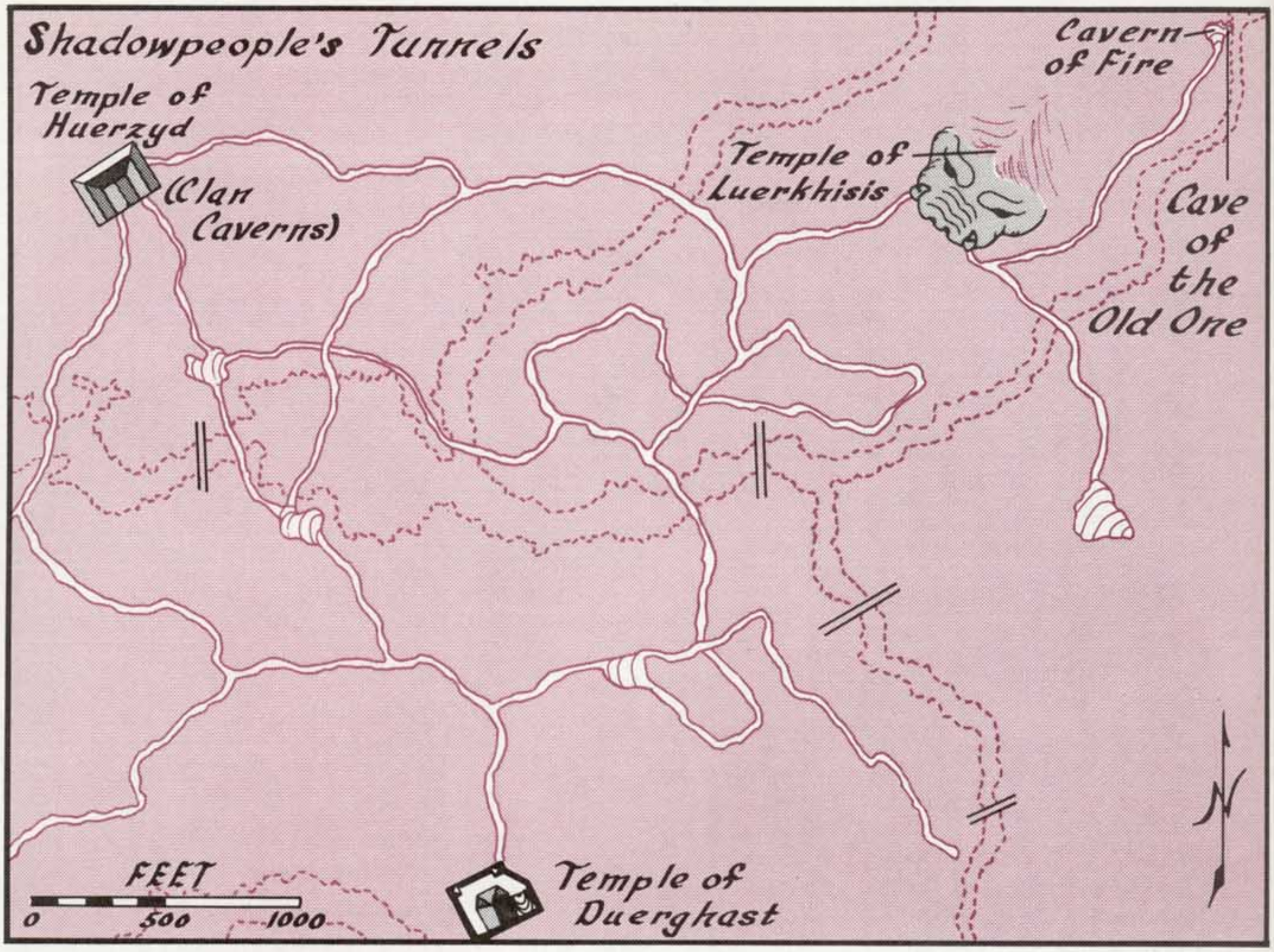




Sanction
Southwest-Northeast Cross-section


North Pass
Secret Pass
Temple of Luerkhisis
Secret Tunnel
Temple of Huerzyd
Northern Slum
Northern Army Camp
Stone Bridge
Lava River
East Pass
Eastern Army Camp
Slave Market
Central Slum
Southern Army Camp
Temple of Duerghast


Cauldron
Temple of Luerkhisis
Slum
Northern Army Camp
Dragonlord's Secret Tunnel
Lava River
Cavern of Fire
Cavern of the Old One
Tunnels of the Shadowpeople



Shadowpeople's Tunnels

Temples and Tunnels

The white Temple of Huerzyd was the smallest of the three temples and the only one of Sanction which pre-dated the Cataclysm; it was a temple of the old true gods. As such it had been left to deteriorate and was avoided by the dragonarmy forces. Consequently, it was the perfect hiding place for the heart of the Shadowpeople's culture.[1]

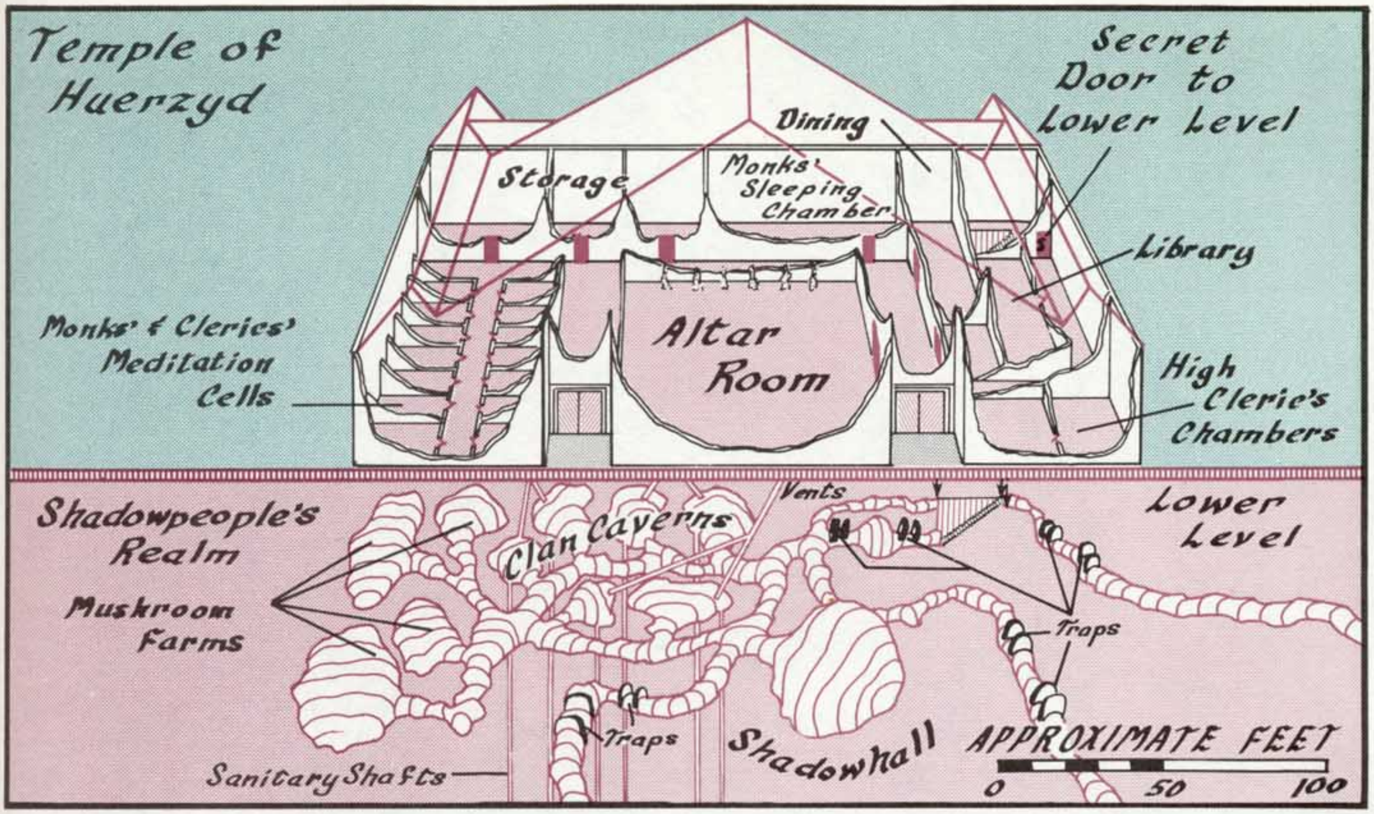
In the above-ground level of the temple was a central altar room surrounded by sleeping, eating, and study quarters for the monks and clerics who occupied the temple during its active time.

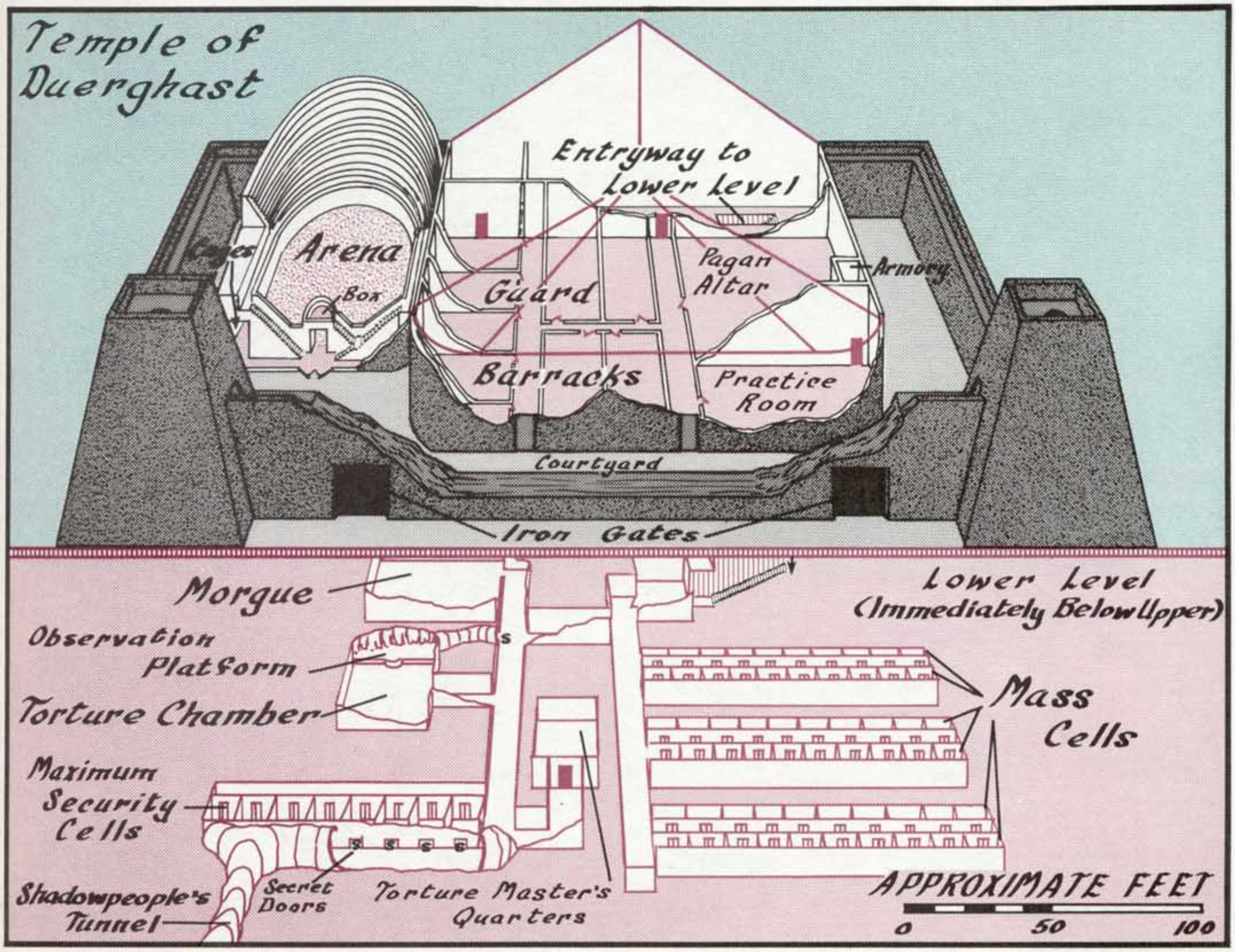
The lower level had been carved by the Shadowpeople. The origin of the stairs which descended from the upper level was uncertain. The stairs may have accessed a cellar later used by the Shadowpeople, or they could have been built specifically to reach the tunnels below. Twelve chambers lay below the temple. When necessary the room at the foot of the stairs could be closed off at both the entrance and exit by traps that lowered stone doors, imprisoning strangers within. Similar trapped areas blocked each of the three tunnels extending under Sanction. There was a large meeting room called the Shadowhall, six clan living caverns, and four mushroom farms.[2]

The black, fortresslike Temple of Duerghast in the southeast was constructed to honor a post-Cataclysmic god of human sacrifice. Thus its upper level contained an arena complete with caged animals for sport, and its lower level held numerous cells and other related rooms, such as a torture chamber with an observation platform. This structure was perfect for the use of the dragonarmy. Unfortunately for them, however, the Shadowpeople could assist some of the prisoners, for they had tunneled behind one entire row of cells.[3]

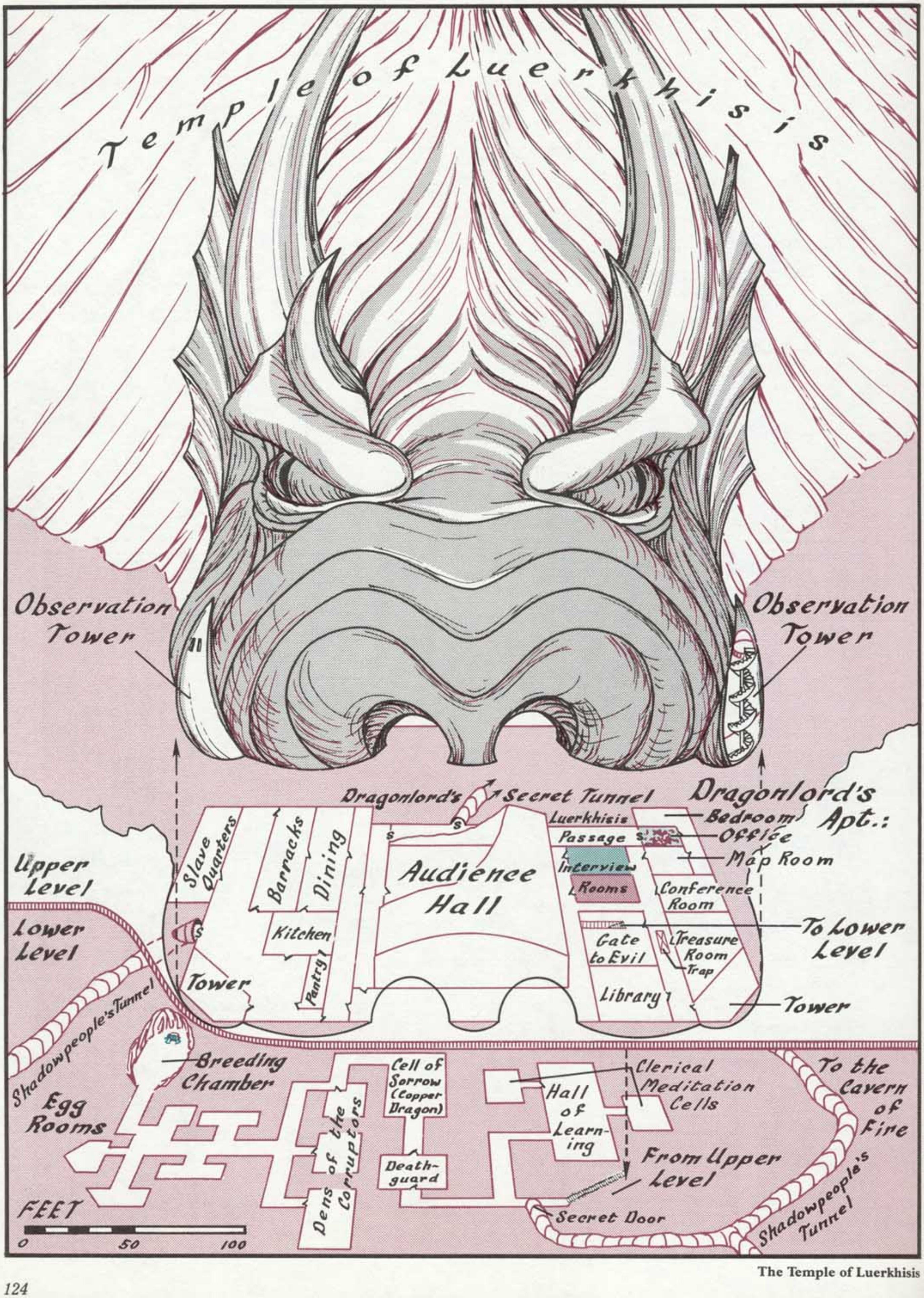
The distinctive appearance of the Temple of Luerkhisis, third and largest temple, was not due to size, but to shape. Dedicated to the Dark Queen Takhisis, the temple was cut into the slope of the volcano in the form of a dragon's head. As the temple was the center of the Dark Queen's power, Ariakas (chief of the Highlords at the time) was quartered here.[4] After his death at the hands of Tanis, Kitiara occupied Ariakas's position and probably his former suite, complete with map room.[5] In the upper level, as in Duerghast, the former worship rooms, library, and living quarters had converted easily for the army's use.

The presence of the dragonarmy was not the source of the Dark Queen's power, but rather, a result of it. The secret lay in the inaccessible, well-guarded rooms of the temple's lower level. The eggs of the good dragons had been transported from the bowels of the volcanoes (where they were placed when first stolen) to five of the chambers deep in the temple.[6] In the last of the chambers, surrounded by huge firepots, was the "Altar of Corruption" on which the dark magic-users perverted the eggs to produce draconians, the core of the Dark Queen's armies.[7] Once again the Shadowpeople and their tunnels were invaluable, for through an access on the lower level the remaining eggs were rescued.[8] The tunnel led across a bridge over the fiery chamber of the volcano to the Cavern of the Old One, eldest of the Shadowpeople.[9]

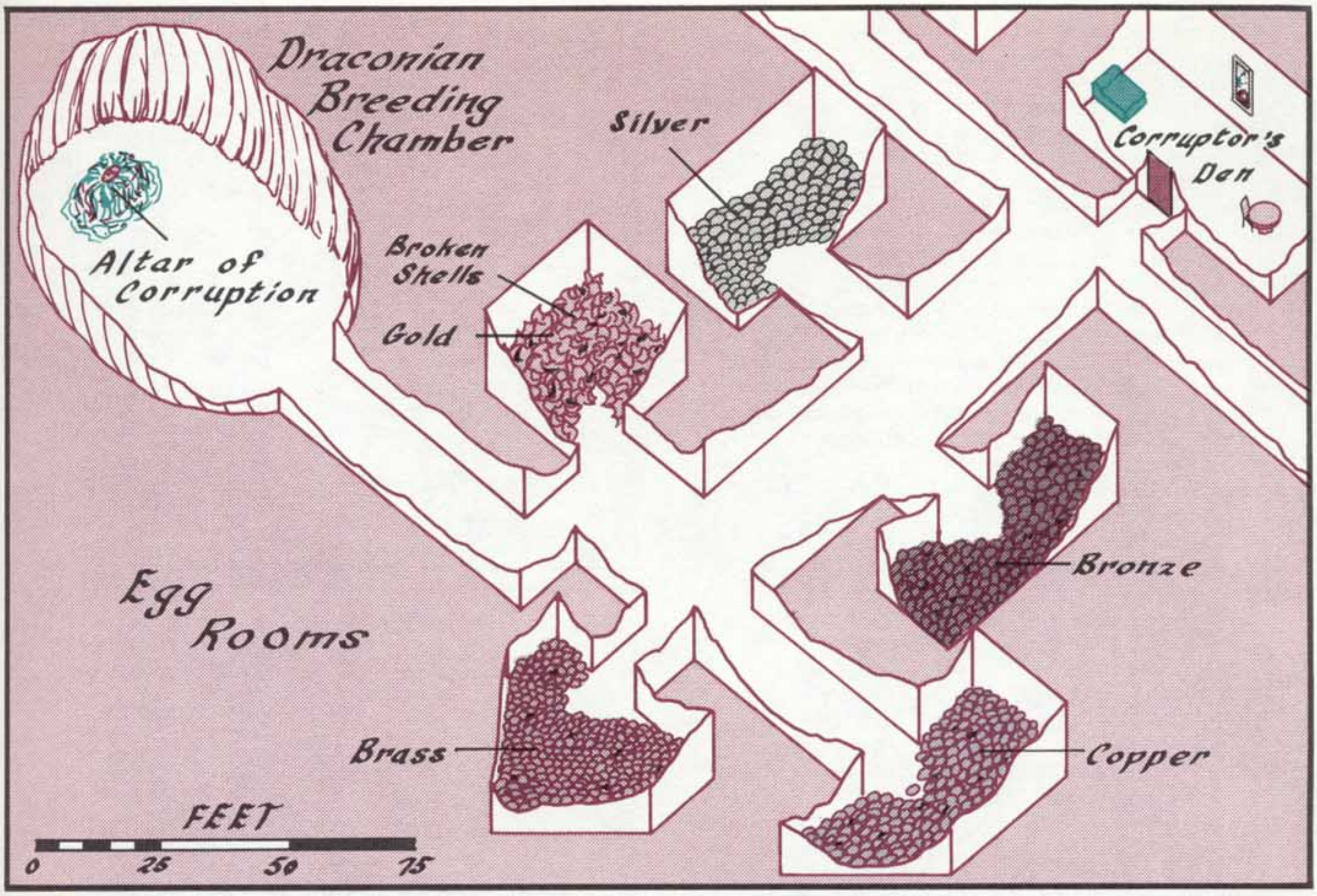


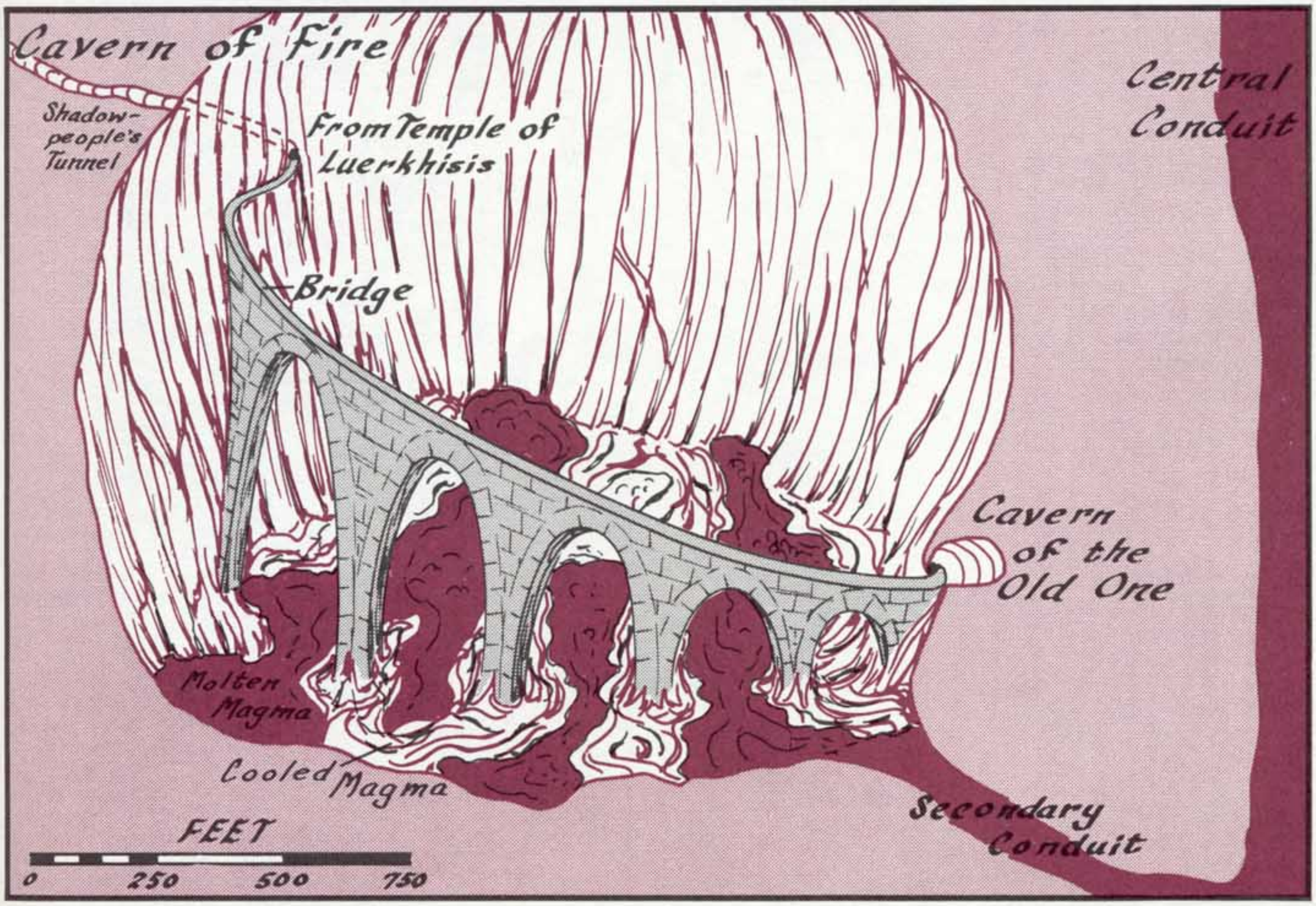


The Temple of Huerzyd
The Temple of Duerghast



The Temple of Luerkhisis





Egg Rooms
The Cavern of Fire

Neraka

East of Godshome and northeast of Sanction was the second of the Dark Queen's cities: Neraka. On a high plain in the Khalkist Mountains, Neraka was partially surrounded by volcanoes of the northern Doom Range, but these were not continuously active, and the closest was six miles away.[1] Unlike Sanction, Neraka was not a pre-Cataclysmic city. One hundred forty-one years after the destruction of Istar, Takhisis placed the foundation stone of the Kingpriest's temple in a wooded glade. The temple slowly began to regrow. When it was discovered sixteen years later by Berem and Jasla, it was already recognizably a ruined temple. The removal of the green gemstone allowed a much faster but distorted growth of the building. It was uncertain when the temple's growth was complete, or when Berem's village was abandoned, or when the new one near the temple was settled.[2]

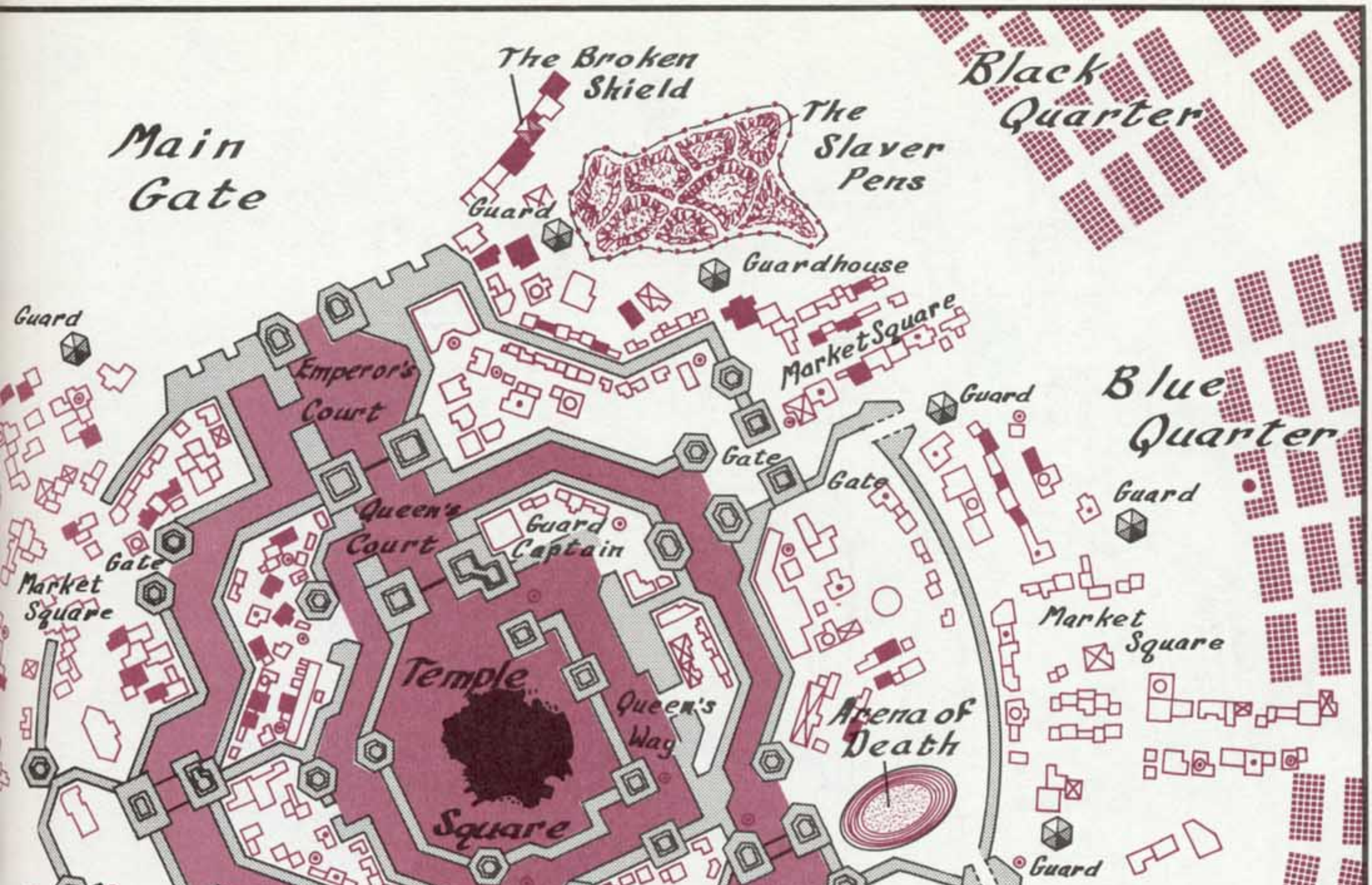
Neraka was not normally as busy as Sanction, for it was nothing more than a village built to serve the minions of the temple of the Dark Queen. The walls built around the temple, and the shops, taverns, inns, brothels, and warehouses hastily erected to serve the combined forces of the dragonarmy gave Neraka the appearance of a sprawling city. Many of the structures were nothing more than tents.[3]

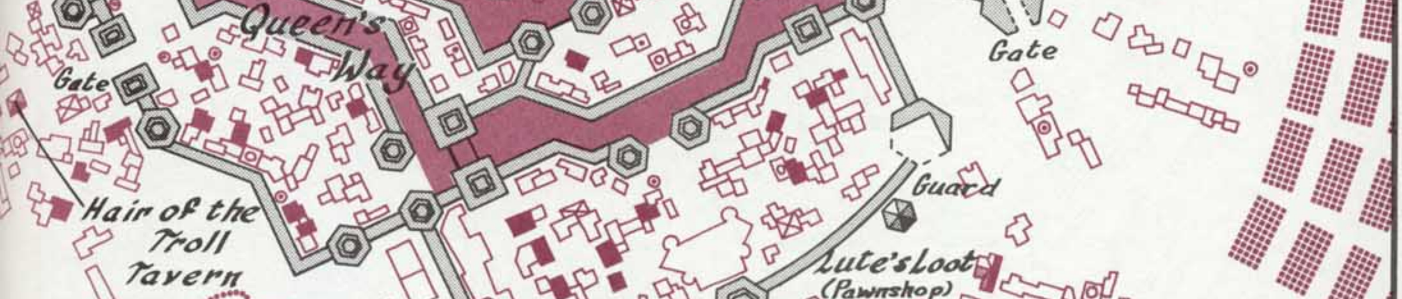
Each of the five dragonarmies was assigned a section outside the city walls in which to camp. The 40-foot walls were not a simple enclosure for the city, but spiraled on either side of the Queen's Way from the Emperor's Court to allow access inside the Main Gate to the Temple Square. The walls were broken by iron gates that aligned with the main gate through the Queen's Court to allow direct access to the temple when desired, and by minor gates from each of the dragonarmy sections that entered the outer spiral of the walls. The buildings and tents of the Inner City were tucked between sections of the walls along the Queen's Way, while some spilled out into the camps of the Outer City.[4]

At the heart of Neraka, visible for miles, was the Temple of the Dark Queen—the Temple of Istar reborn.[5] It clawed its way into the sky "like a carrion bird of prey," overshadowing the city below, while two flying citadels hovering nearby darkened the remaining light.[6] Although the temple's origin was revealed by the general layout, "it was horrible and deformed."[7] The walls were black, its spires awry, its corridors so twisted that additional construction was needed to make use of some of the temple sections.[8] It was a fitting structure to receive the Queen of Darkness.

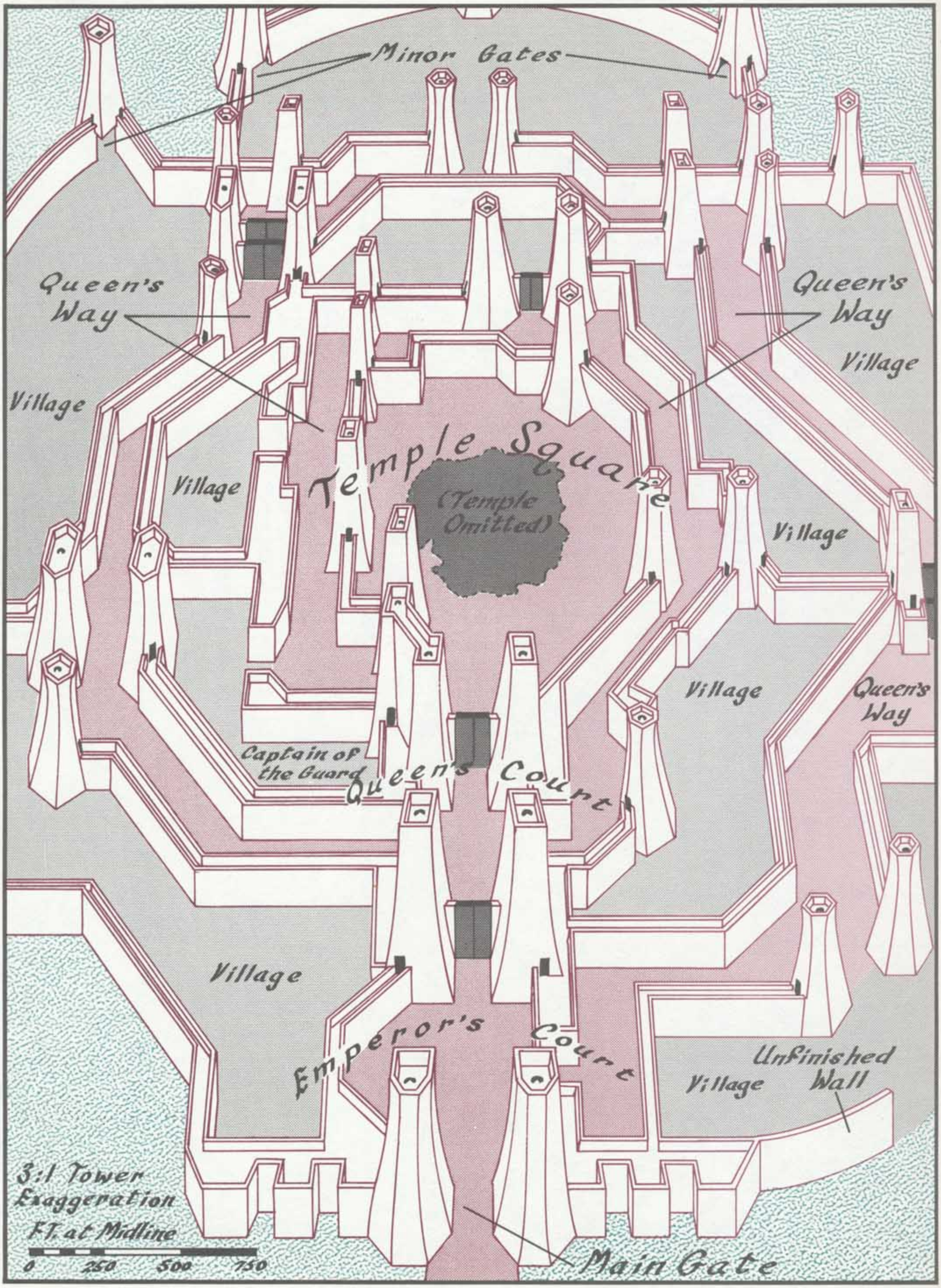


Roads
Caves





Neraka
Cross-section of Neraka


Minor Gates
Queen's Way
Queen's Way
Village
Village
Village
Temple Square
(Temple Omitted)
Village
Village
Queen's Way
Captain of the Guard
Queen's Court
Village
Emperor's Court
Village
Unfinished Wall
3:1 Tower Exaggeration
Ft. at Midline
0 250 500 750
Main Gate

The Temple of Darkness

The Temple of Darkness was comprised of at least five levels. The main level contained a gate for pilgrims and other visitors, and lesser gates for each of the five armies. Each army's section was self-contained, with regimental living quarters (sleeping and storage) off the twisting corridors.[1] There was a spell cast on all curving corridors to make them appear straight. This hindered any unfamiliar visitors while assisting those aware of the condition.[2] Stairs spiraled up the shaft of the outer tower remnants within each section, and straight stairs led to both upper and lower levels. Most of these stairs were near the outer portion of the army's section. At the innermost area of each section was a huge anteroom lined with the army's Regimental Standards. These anterooms opened directly into the main council chamber in the heart of the temple, the Great Hall of Audience.[3]

The second level of the temple roughly corresponded to the first. The north section, here as in the main level, was dedicated to the worship of Takhisis, with an abbey, record room, and other chambers used by the dark clerics. The placement of sections allotted to the five armies was identical to that of the main level. This level served the elite, however, with offices, officers' quarters, council chambers, a ballroom, treasury, and balcony.[4]

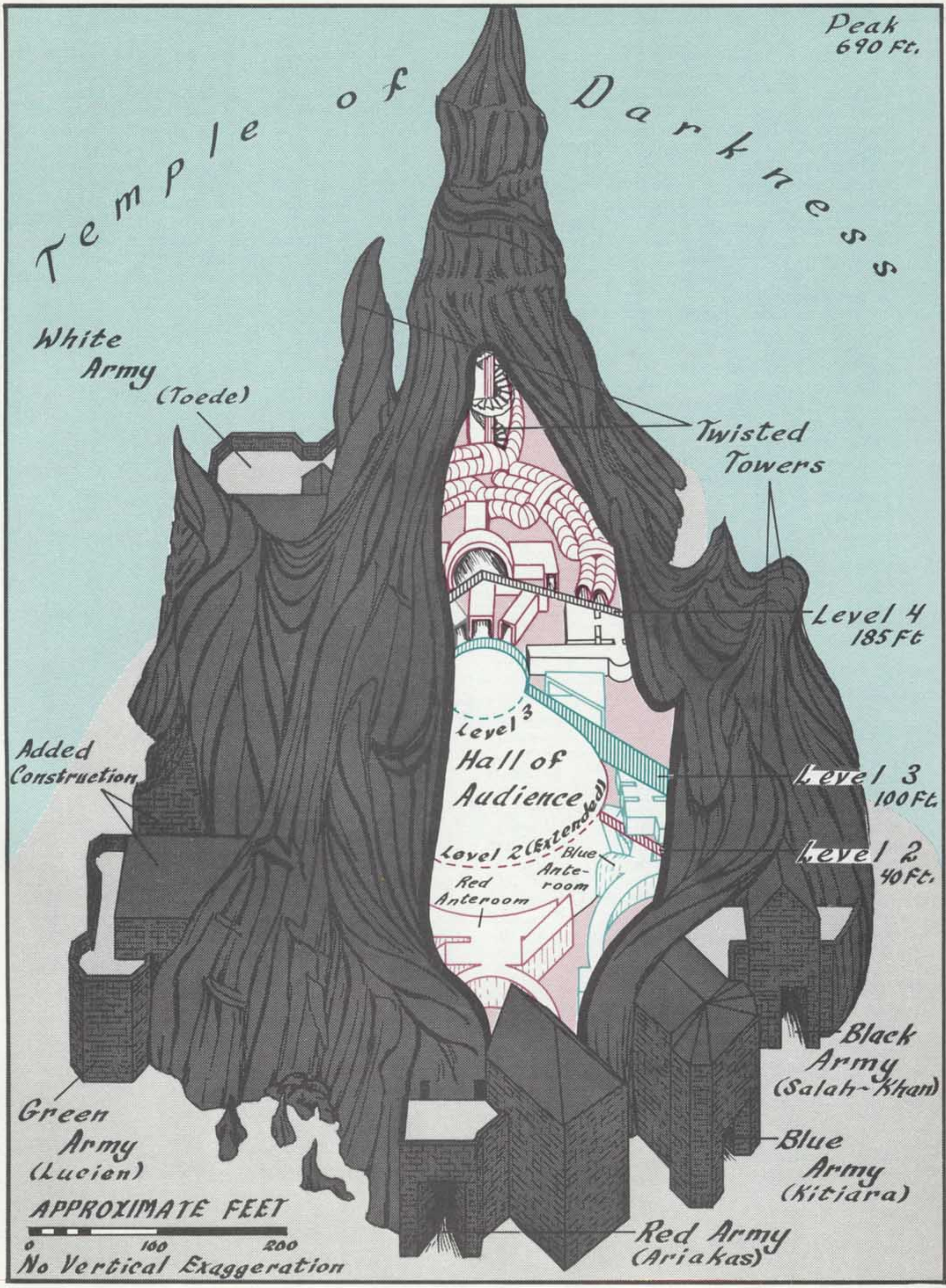
Each highlord had a private entrance to the Hall of Audience which led directly onto the ten-foot platform on which the Highlord was seated during the Grand Council. Kitiara instead elected to enter from the main level (following her troops) and climb the platform using its semicircular steps.[5] From the north wall a "slender bridge of rock" ran to a slightly higher platform in the center of the hall, its rock "curling upward from the floor like a giant, hooded snake"—Takhisis's Gate.[6] Takhisis was not there, however, for she could not as yet fully enter. Her presence exuded as a dark shadow from the alcove above Ariakas, facing her gate. The domed ceiling of the hall rose nearly 100 feet above the hall, allowing room for the dragons to perch around the upper walls.[7]

The central tower and the six outer spires continued to rise above the dome of the Hall of Audience. Here were located suites for each of the highlords and a sixth one which was linked to the cleric's portion of the temple. Although the illusionary floor in the center of the tower level appeared to link the apartments, there was no physical connection; the center actually opened into the top of the dome of the Hall of Audience. Each apartment could be reached only by climbing the spiral stair in the respective outer tower from the army's section in the level below. Three of these towers continued still higher to the upper tower level which was guarded by Gorzaug, minion of Takhisis.[8]

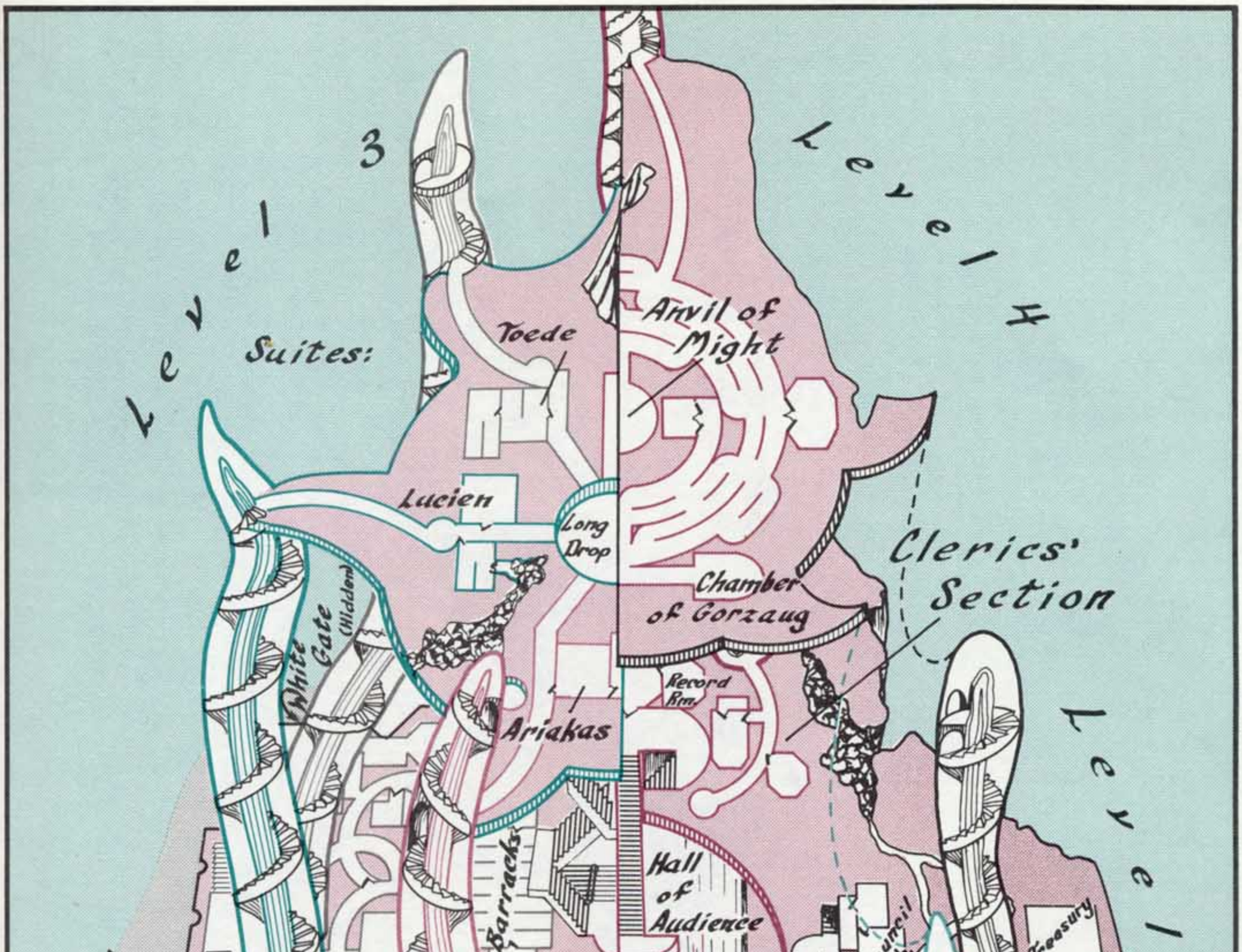
The Dungeon Level had been carved into the rock below the temple, but it contained much more than cells and the associated guardroom and Death Chambers. Each army had an armory, training room, kitchen, and food storage there. The clerics had a Dark Abbey and an Arcane Workshop. There, too, was a series of garden caverns leading to a living chamber prepared in anticipation of the full coming of the Dark Queen.[9]

Caramon, Berem, Tasslehoff, and Tika were in a holding cell some distance south of the guardroom. An open iron door separated the north-running corridor from another section—the one in which Laurana was being imprisoned until taken to the Grand Council.[10] When the companions managed to escape, Caramon followed Berem (who had rushed north), while Tas and Tika took an east-running corridor to cause a diversion.[11] The east corridor became a long, slowly rising tunnel with no cells or intersecting corridors. It ended at a locked door, where Tas and Tika were trapped.[12]

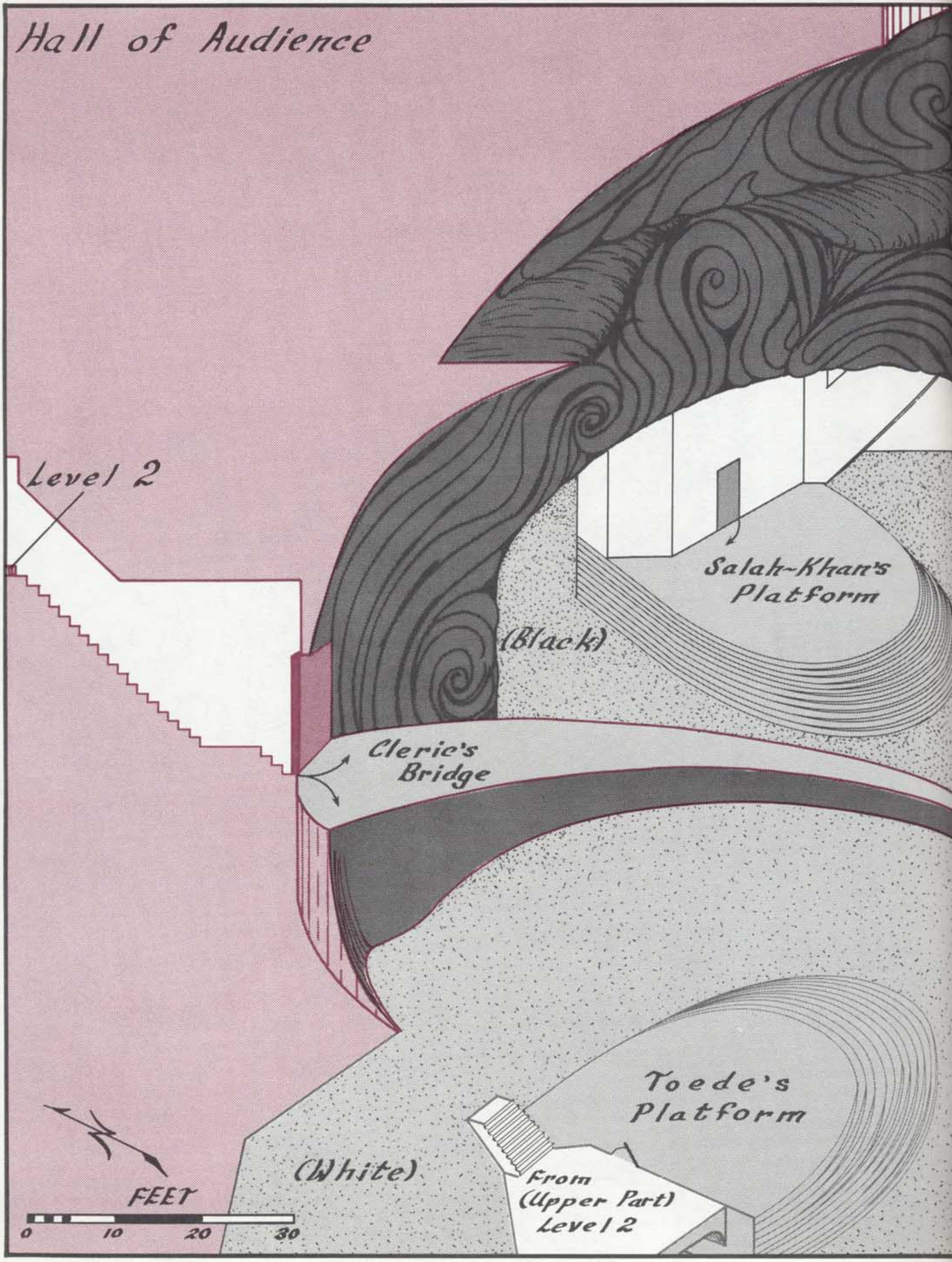
As with the east corridor, the north corridor had no intersections. After passing a long row of cells it narrowed to a tunnel that became a spiraling stair. The tunnel ended far underground at a small chamber that was yet another guardroom.[13] Beyond the intricately decorated stone archway was a natural cavern cut by an underground stream.[14] One hundred feet beyond, where the stream curved from the archway chamber, was the Foundation Stone.[15] When Berem reached it, the temple was shaken. All the companions—including Tanis and Laurana—escaped via the corridor taken earlier by Tas and Tika.[16] Takhisis had been barred from Krynn, and in the ensuing hours the temple returned to its original shape, then exploded.[17]



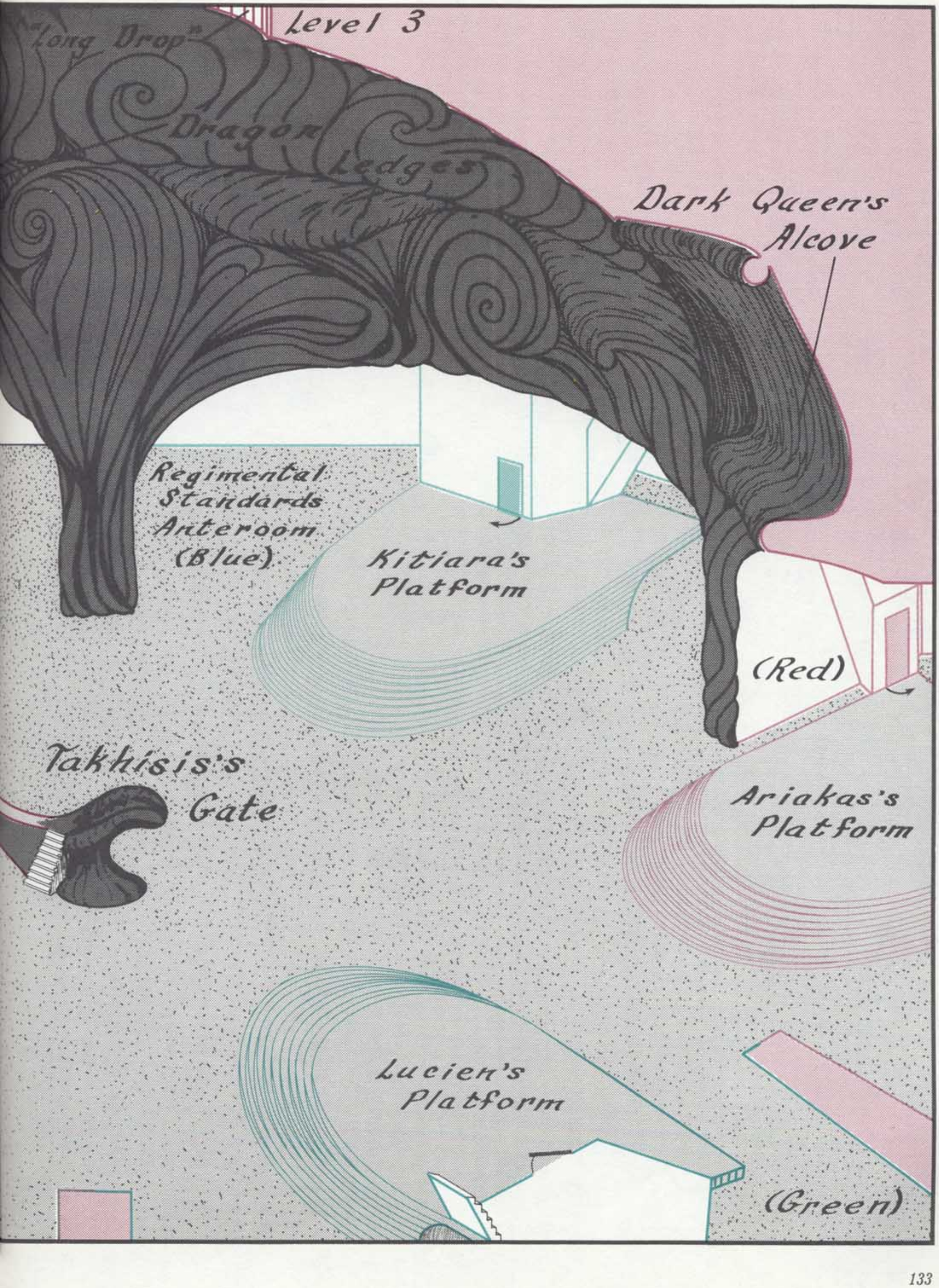
The Temple of Darkness: Exterior



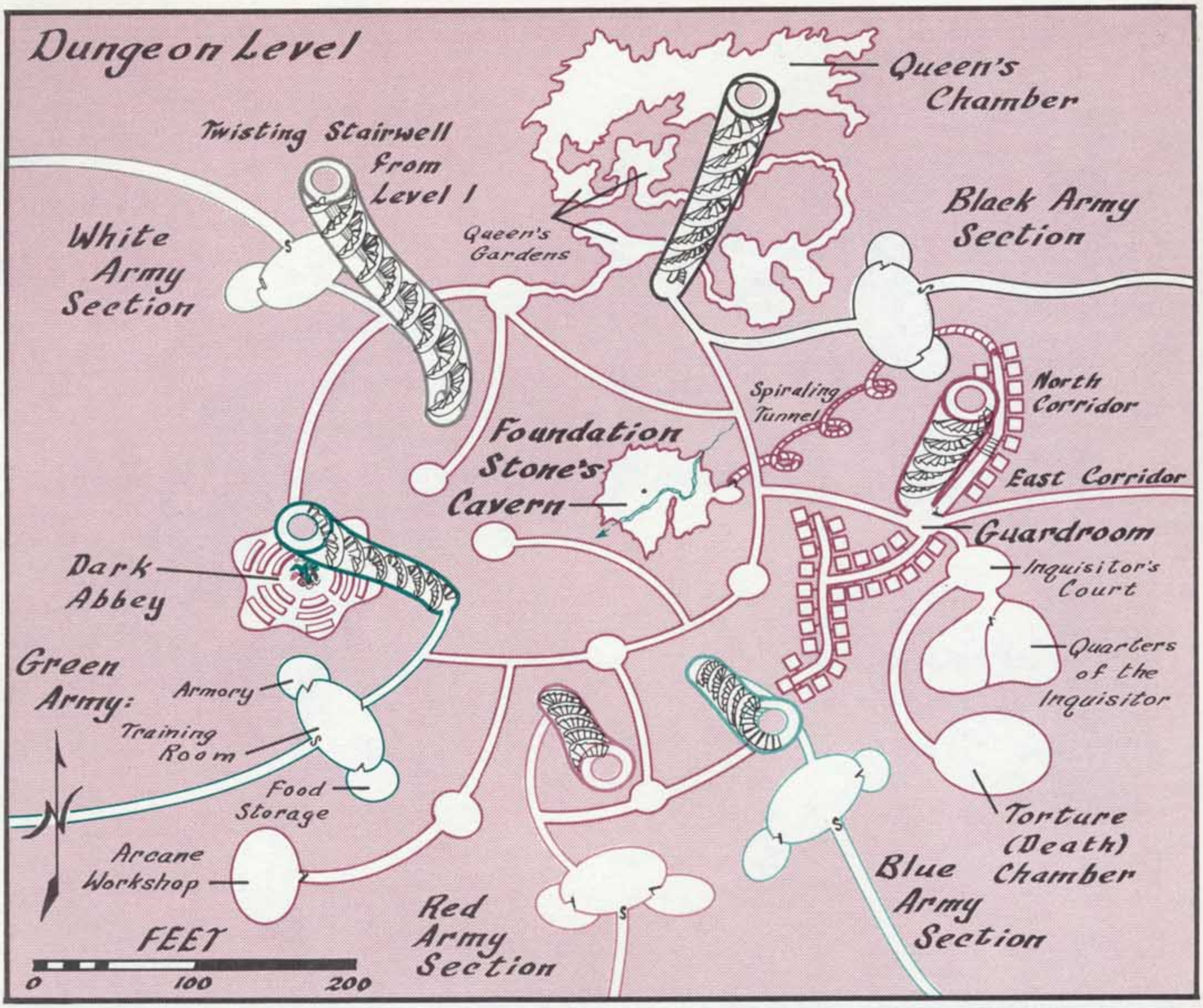
The Temple of Darkness: Interior

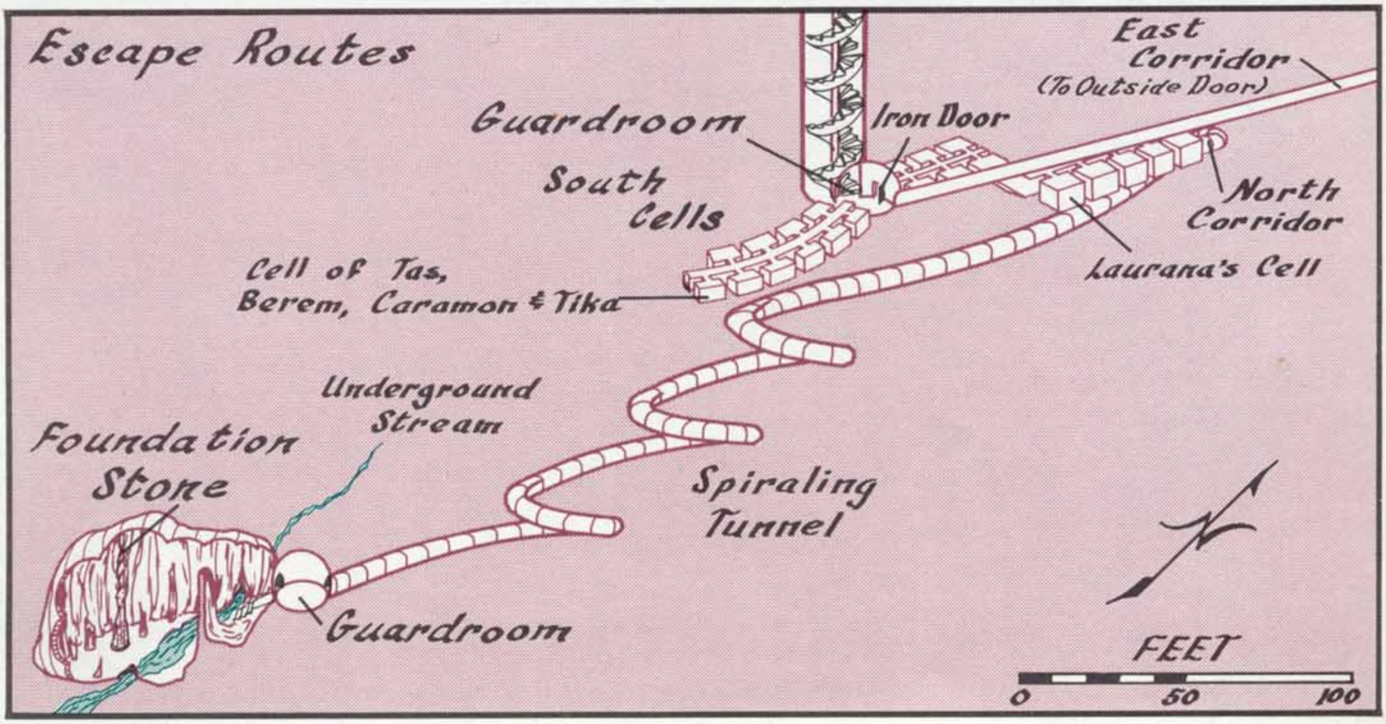


The Hall of Audience



"Long Drop"
Level 3
Dragon Ledges
Dark Queen's Alcove
Regimental Standards Anteroom (Blue)
Kitiara's Platform
(Red)
Takhisis's Gate
Ariakas's Platform
Lucien's Platform
(Green)





Dungeon Level
Escape Routes

Paths and Battles

Pathways—The DRAGONLANCE® *Chronicles*

The Heroes of the Lance traveled the face of Krynn as fate and necessity led them on to new quests. To follow their long roads we must first determine the dates the heroes could be found in the various locales. When utilizing this chronology, the reader should note that although Krynn was stated as being in the southern hemisphere, the seasonal dates and weather agree with the northern hemisphere of Earth. Thus, the heroes found snow on the way to Tarsis, and the Festival of Spring Dawning was held on March 20.

A careful examination revealed that even the use of the northern hemisphere calendar does not explain all of the discrepancies. The most notable exceptions were the reported date of the meeting at the inn (November 13)[1] and the wedding of Riverwind and Goldmoon on the last day of autumn. The latter was December 20 or 21 in the northern hemisphere on Earth, and even perceptually would be no earlier than late October. Both the inn meeting and the wedding have been moved earlier in autumn to allow minimal time for achieving the assorted quests, including arriving in Tarsis over a month after the marriage, and giving Theros a month to forge dragonlances prior to the Council of Whitestone on December 28 (the only date specifically stated).[2]

Within the confines of the major dates, both the *Chronicles* and the accompanying game modules were used to produce the day-to-day chronology which follows. Because the modules often expand the time spent in any given location or activity for gaming purposes, the dates follow the pace of the *Chronicles* with few exceptions.

Year 351 A.C.[3]

9.6 Riverwind returns to Que-shu.[4]

9.11 Riverwind presents staff to the chieftain.[5]

9.13 Riverwind and Goldmoon find themselves outside Solace.[6] Meeting in the Inn of the Last Home. Escape to Tika's house.[7] Que-shu chieftain takes dragonarmy member prisoner.[8]

9.14 Fight with draconians on Haven Road; Prayer's Eye Peak and Darken Wood; pegasi carry companions a half-day's walk from Que-shu. Que-shu village destroyed.

9.15 Companions reach Que-shu. Leave at dusk. Camp in Eastwall Mountains. Attack on Solace in evening.

9.16 Captured in swamp by draconians. Escape and reach Xak Tsaroth in evening. Attack of dragon. Camp in Temple of Mishakal.

9.17 Dragonarmies begin march from northern Abanasinia.[9] Companions descend into Xak Tsaroth. Rescue disks. Destruction of Xak Tsaroth. Camp in Eastwall Mountains.

9.18 Smoke from Solace seen at dawn from mountain pass.[10] Inn reopens.[11]

9.20 Return of companions to Solace. Capture of companions, Theros and Gilthanas.[12]

9.21 Go south; travel all night.

9.23 Meeting with Fizban at sunrise.[13]

9.24 Rescue by elves. Journey to Qualinost; arrive early afternoon.[14]

9.25 Leave Qualinost at dawn. Laurana follows.[15] Dragonarmy leaves Pax Tharkas for Qualinost.[16] Qualinesti elves leave for Ergoth. Heroes reach Sla-Mori at dusk.[17]

9.26 Escape from Pax Tharkas with prisoners in morning.

9.28 Dragonarmy retakes Pax Tharkas.[18]

9.30 Last day of autumn. Reach Hopeful Vale. Goldmoon and Riverwind marry.[19]

10.5-10.9 Party braves Skullcap to find map to door of Thorbardin.[20]

10.10 First Whitestone Council meeting.[21]

10.12 Party leaves Hopeful Vale for Thorbardin to ask help of the mountain dwarves.[22]

10.16 Night in Life-Tree of the Hylar.

10.17 Audience with Council of the Thanes in early morning. Recovery of the Hammer of Kharas from Derkin's Tomb. Pursuit by dragonarmy. Death of Verminaard. Hammer returned to dwarves.[23]

10.18 Return to Hopeful Vale.

10.23 Refugees arrive in Thorbardin. Ceremony for return of hammer.

10.24 Companions leave for Tarsis.[24]

11.1 Arrive in Tarsis in morning. Meeting with Alhana. Dragons attack at dusk.[25] Separation of companions: Tanis, Raistlin, Caramon, Tika, Riverwind, and Goldmoon go east; Sturm, Flint, Tasslehoff, Laurana, Gilthanas, and Elistan go west.

11.2 Griffons fly all night (of 11.1) and day.[26]

11.4 Arrive in Silvanesti at dusk.[27] Night of shared visions.

11.7 Western heroes reach glacier.[28]

11.10 Find wrecked iceboat. Storm begins.[29]

11.14 Ice Folk rescue; take companions to camp.[30]

11.15 Battle at Ice Camp. Journey by ice boat to old camp.[31] Tanis's group awakens from dreams in Silvanost.[32]

11.16 Westbound companions reach Ice Wall in morning; ascend, find tunnel, enter castle, and retrieve orb. Escape to ice boat. In the east, Lorac dies during day. Heroes leave at night.[33]

11.18 Laurana and party reach Ice Mountain Bay.[34]

11.19 Begin sail to Sancrist.[35]

11.21 Tanis's group arrives in Port Balifor.

11.22 White dragon sinks ship near Southern Ergoth at dusk.[36]

11.23 Laurana's group reaches Qualimori. Leaves at night.[37]

11.24 Journey up the Silver River to pool.[38]

11.25 Sturm and Derek leave. Silvara leads rest to Dragon Mountain.[39]

11.28 Sturm and Derek arrive at Sancrist Isle. Theros begins forging dragonlances.[40]

11.29 Sturm granted lowest order of knighthood.[41]

12.1 Sturm sails with knights for Palanthas.[42]

12.22 Laurana, Flint, Elistan, and Theros sail for Sancrist, and Gilthanas and Silvara sail for Sanction.[43]

12.23 Tanis's group leaves Port Balifor, tours area as "The Red Wizard and his Wonderful Illusions" to earn money for ship passage.[44]

12.27 Tas and Fizban at Mount Nevermind.[45]

12.28 Council of Whitestone. Famine Day. Theros, Flint, and Laurana arrive at Council.[46]

Year 352 A.C.

1.20 Laurana, Tas, and Flint sail for Palanthas.[47]

2.4 Kitiara arrives in Flotsam to seek Green Gemstone Man.[48]

2.14 Laurana reaches Palanthas.[49]

2.17 Gilthanas and Silvara captured near Sanction.[50]

2.19 Raistlin conquers dragon orb outside Kendermore.[51]

2.20 Laurana, Tas, and Flint arrive at Tower of High Clerist. Blizzard.[52] Tanis's group arrives in Flotsam and steals armor.[53]

2.21 Sturm's knighthood ceremony.[54] Tanis and Caramon negotiate passage. Kitiara and Tanis meet.[55] Shadowpeople free Gilthanas and Silvara in Sanction.[56]

2.22 Derek leads knights onto Solamnic Plain.[57] Kitiara leaves Tanis in Flotsam about midnight.[58] Kitiara briefly stops by Sanction and is seen by Gilthanas and Silvara as they leave the Temple of Luerkhisis after finding the good dragon eggs.[59]

2.23 Battle of the Tower of the High Clerist. Sturm dies.[60]

2.24 Kitiara returns to Flotsam before dawn.[61] Tanis's group leaves on the *Perechon*.[62]

2.25 Kitiara pursues them in the morning, but she retreats as they are swept into the Maelstrom.[63]

2.26 Kitiara's army reforms.[64] Raistlin uses orb to flee ship.[65] Shipwrecked heroes are rescued by sea elves and taken to sunken Istar.[66] Gilthanas and Silvara on Isle of the Dragons.

3.1 Raistlin appears at library, where Tas sees him.[67] Laurana is appointed general.[68]

3.2 Good dragons arrive at Palanthas at dawn.[69]

3.20 Festival of Spring Dawning.[70] Forces of Whitestone triumphantly enter into Kalaman.[71]

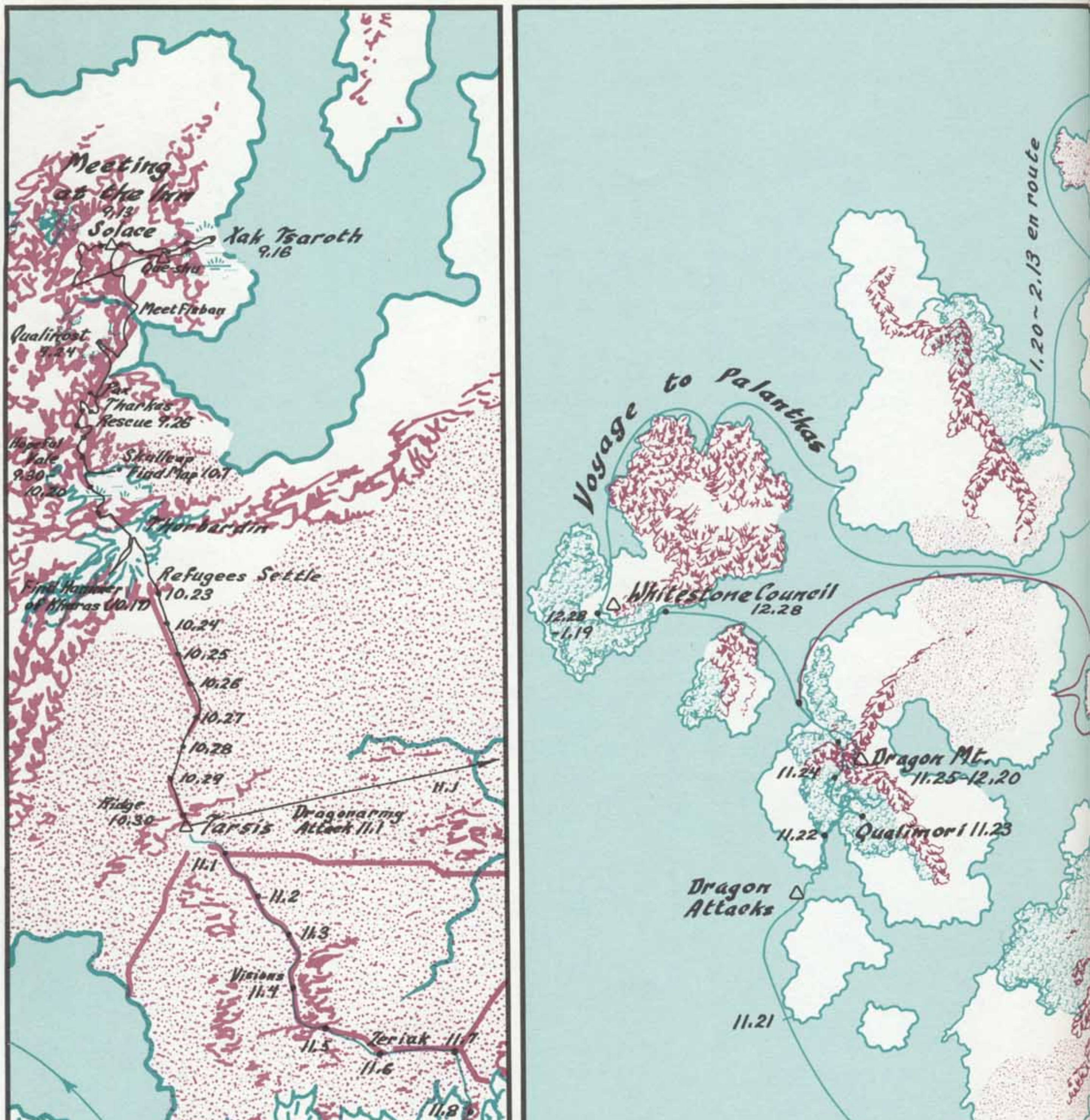
3.21 Laurana kidnapped by Lord Soth.[72]

3.22 Tanis and party transported by sea elves to coast near Kalaman. Arrive in city in morning. Kitiara announces terms of Laurana's return.[73] Laurana is in Neraka by noon.[74] Tanis, Flint, Tas, Caramon, Tika, and Berem leave Kalaman at midnight on brass dragons.[75] Takhisis summons Council of War.[76]

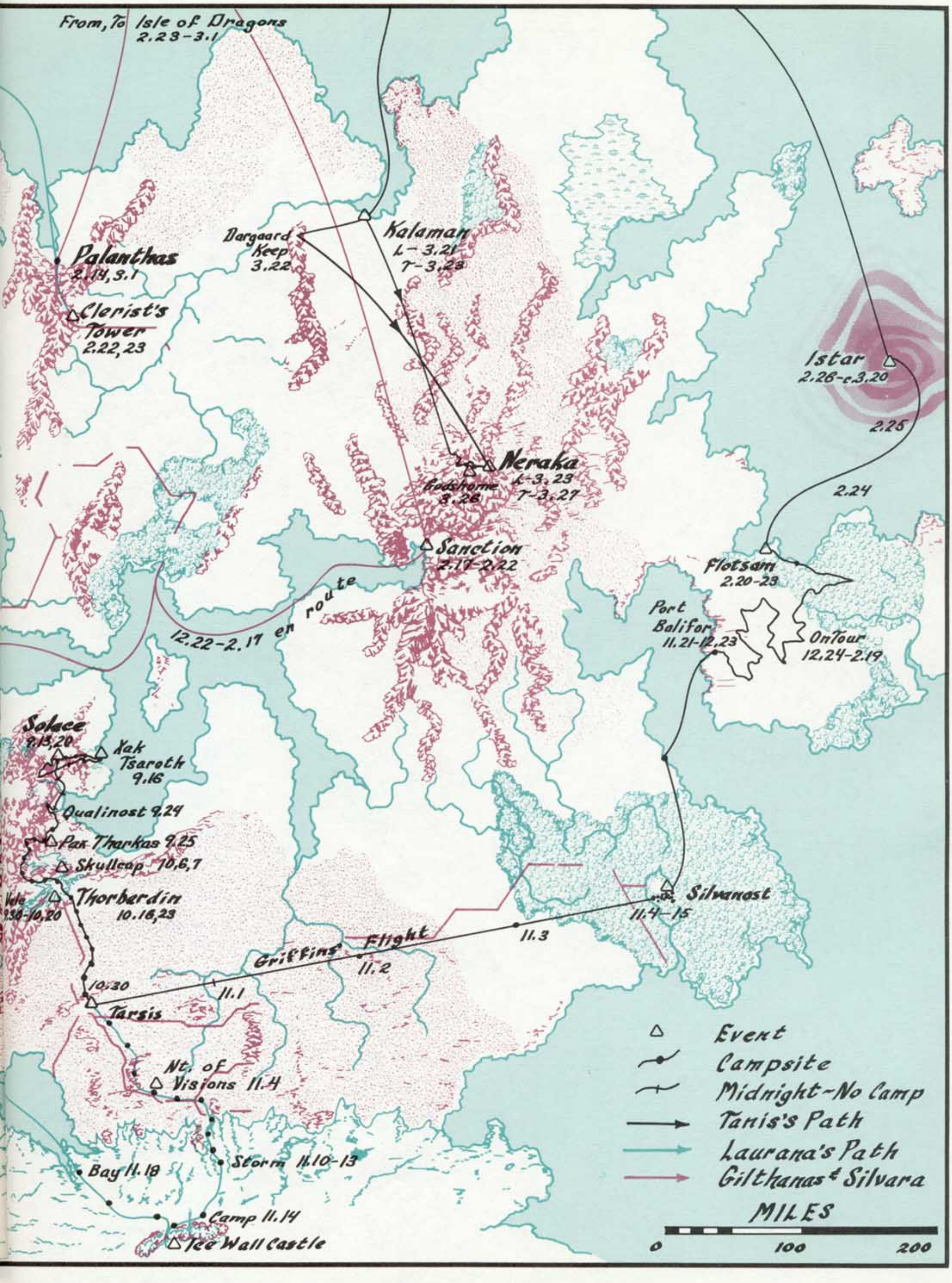
3.23 Fizban brings group down near the Khalkists and guides them into the foothills. Camp just beyond gorge with fallen bridge.[77] Dragonarmies begin arriving in Neraka.[78]

3.25 Reach Godshome. Flint dies.[79]

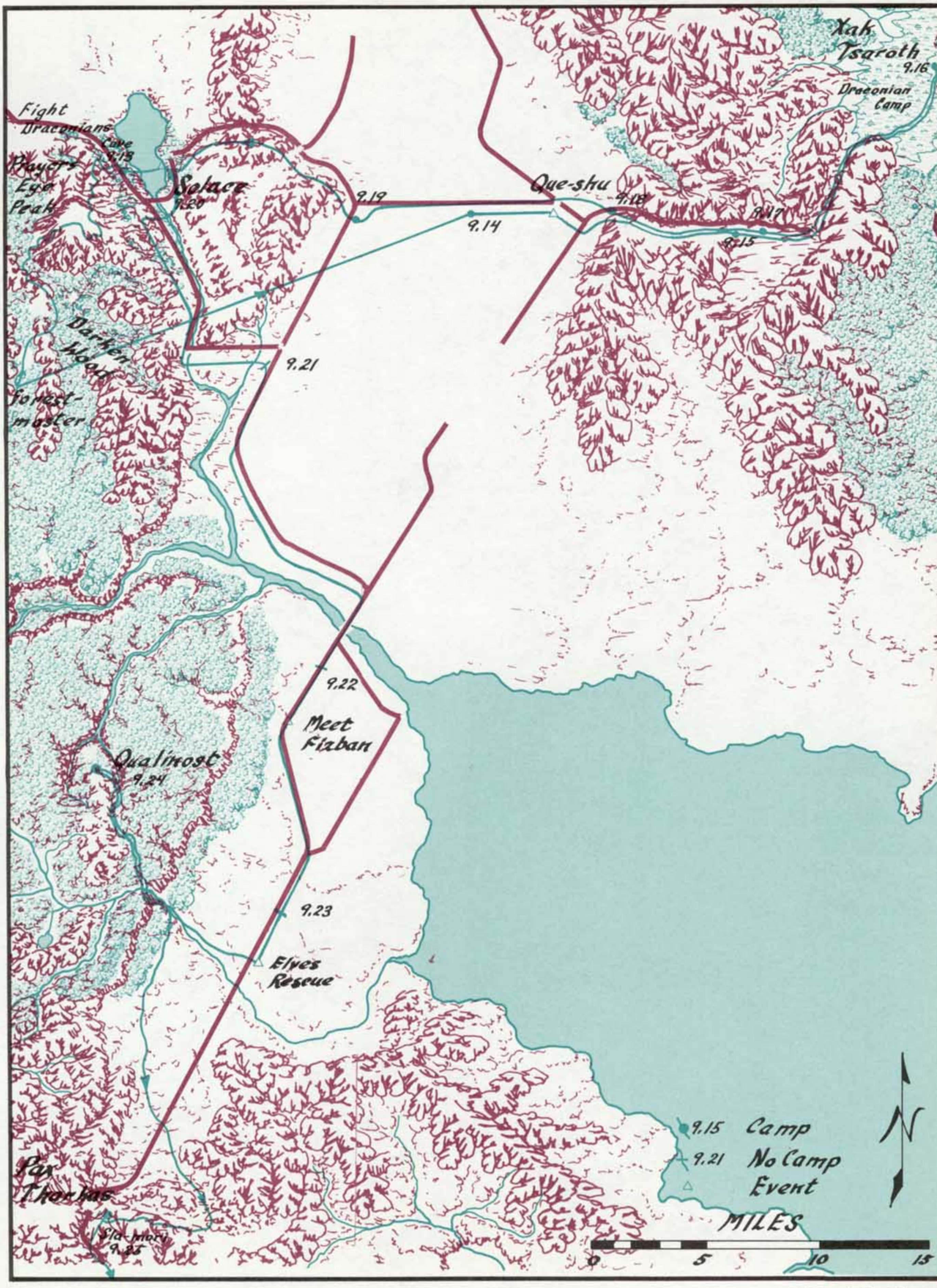
3.26 Ariakas arrives in early morning. Processional in afternoon.[80] Heroes reach Neraka in mid-afternoon. Tanis joins Kitiara. Everyone else imprisoned.[81] Council of War held in evening.[82] Berem escapes and reaches Foundation Stone.[83] Temple of Neraka is destroyed and company escapes.[84]



Solace to Ice Wall
Paths: The War of the Lance



From, To Isle of Dragons
2.23-3.1
Palanthas
2.14, 3.1
Clerist's Tower
2.22, 23
Dargaard Keep
3.22
Kalaman
L-3.21
T-3.23
Istar
2.26-c.3.20
2.25
2.24
Neraka
L-3.23
T-3.27
Godshome
3.26
Sanction
2.17-2.22
12.22-2.17 en route
Flotsam
2.20-23
Port Balifor
11.21-12.23
OnTour
12.24-2.19
Solace
9.13, 20
Xak Tsaroth
9.16
Qualinost 9.24
Pax Tharkas 9.25
Skullcap 10.6,7
Vale
9.30-10.20
Thorberdin
10.16, 23
Silvanost
11.4-15
Griffins' Flight
11.3
11.2
10.30
11.1
Tarsis
Mt. of Visions 11.4
Storm 11.10-13
Bay 11.18
Camp 11.14
Ice Wall Castle
Event
Campsite
Midnight-No Camp
Tanis's Path
Laurana's Path
Gilthanas & Silvara
MILES
0
100
200



Solace to Pax Tharkas

War of the Lance

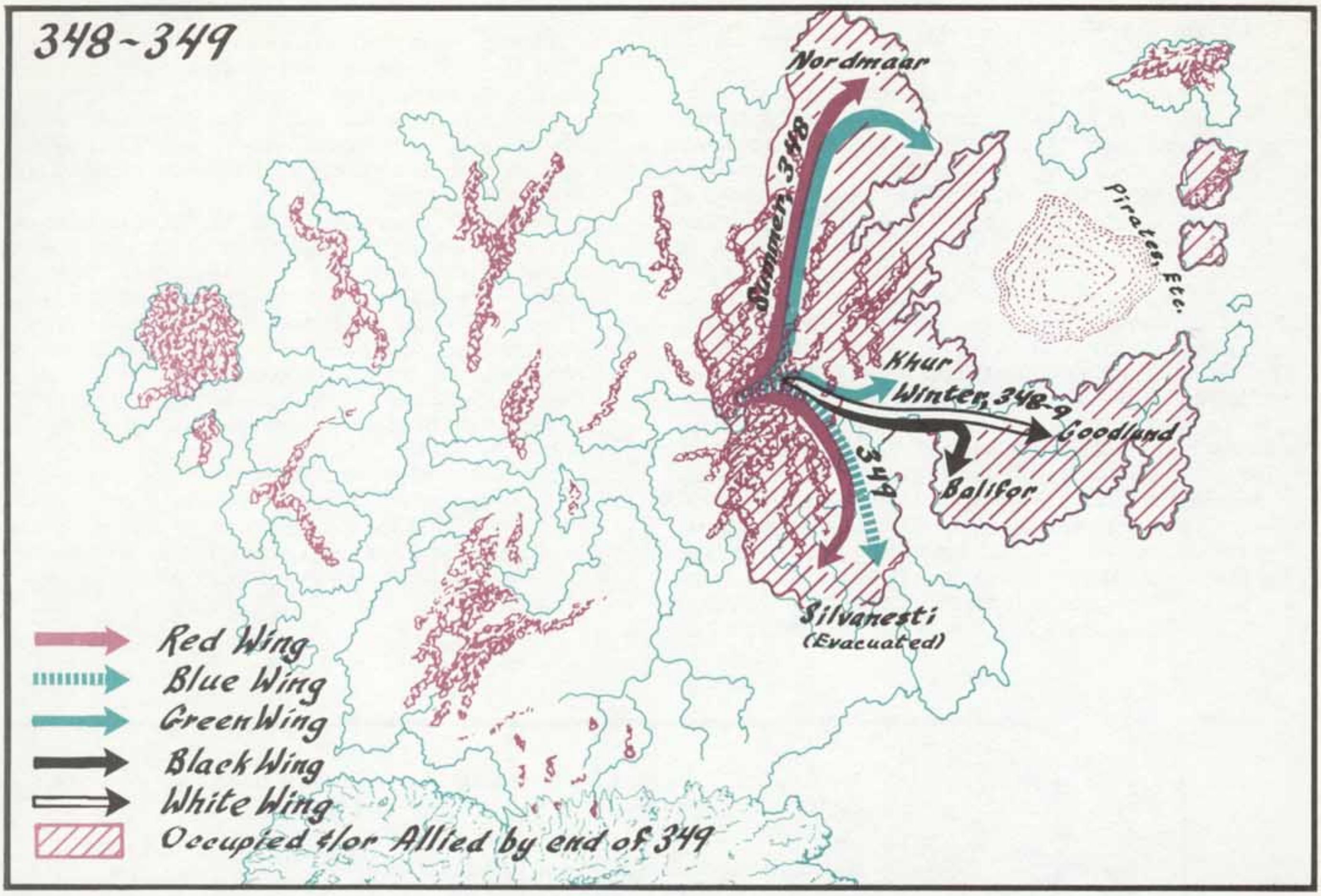
The history of the War of the Lance was detailed in the War Journal of Lord Gunthar and abstracted by Astinus in his Chronicles.[1] As observed by Gunthar, the true origin of the war lay with the destruction of the temple of Istar during the Cataclysm, for the distorted regrowth of that structure allowed the partial entry of Takhisis, Queen of Darkness, to Krynn. With her came the return of the dragons, and "Once the dragons returned, war was inevitable." The slow growth of the temple and mustering of her evil forces took over two centuries, but her assault began in earnest in 348 A.C.[2]

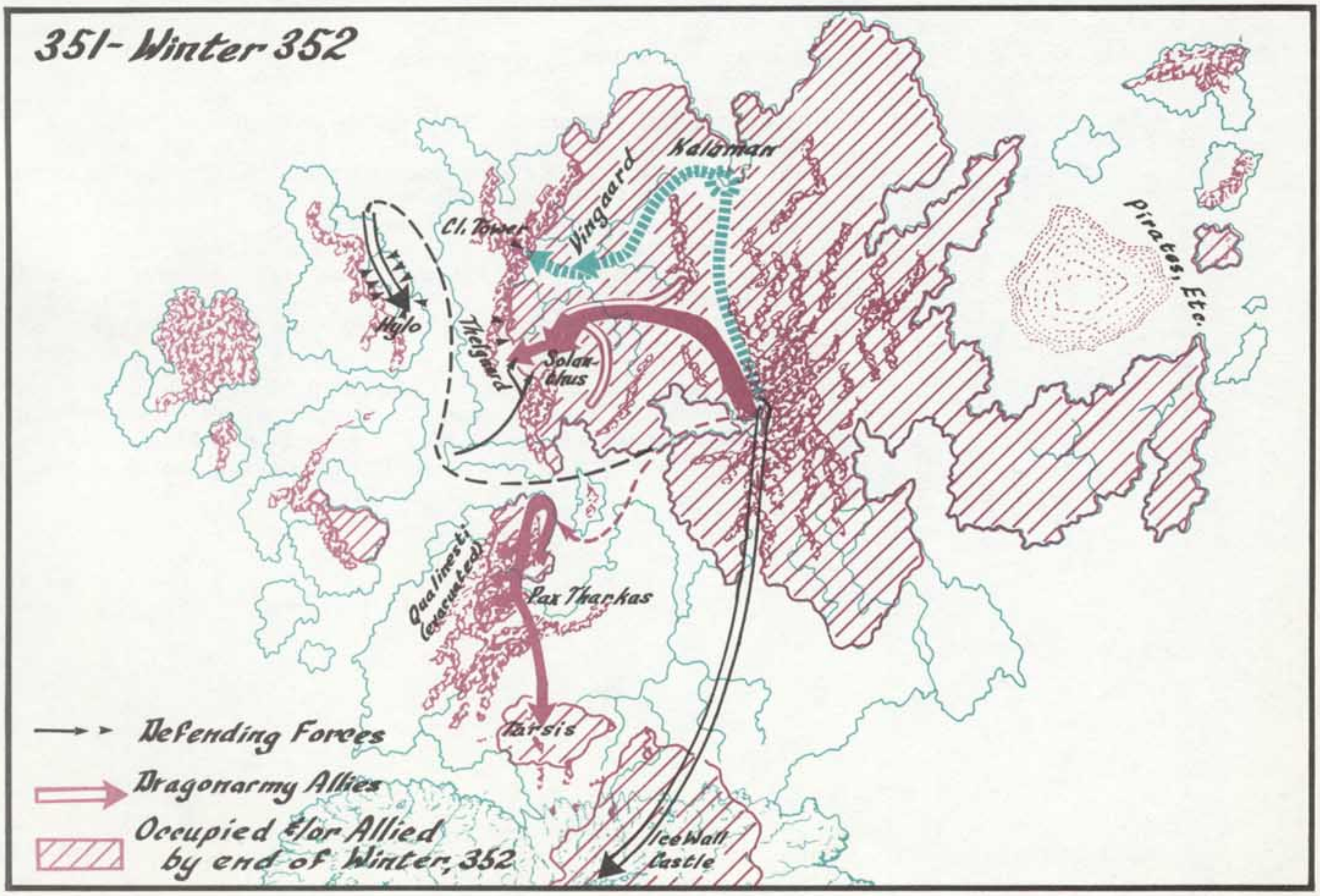
With the growth of the temple in the plain of Neraka, Takhisis drew the men of the locale into her forces, extending her core area throughout the central Khalkist Mountains, including Sanction. From this heartland the dragonarmies could strike in all directions. The campaign sequence was based on proximity and politics. The closest areas which lacked a strong military (seeming easiest to defeat, and possibly with inhabitants who might have favored the dragonarmies) were attacked first. From many of the conquered territories the dragonarmy gained troops, strengthening its forces for the more difficult battles ahead. Thus, the forces struck north first, then east, then south. They turned west and southwest only after developing a secure base. Virtually all of the major campaigns utilized the Red and/or Blue Wings—the two of highest rank. The Green, Black, and White Wings appeared only as support forces, in minor conflicts, and as occupation troops.

Despite the counterattacks of the Whitestone forces, the victory was hardly complete. Little more than Solamnia was actually won back by force of arms. The treaty required the dragonarmies to withdraw from the lands they had occupied essentially by force, but wherever the local inhabitants had allied with the armies the territories remained under dragonarmy control. Thus, the core area from which the Dark Queen's forces originally expanded remained intact, plus additional areas gained during the War.[11]

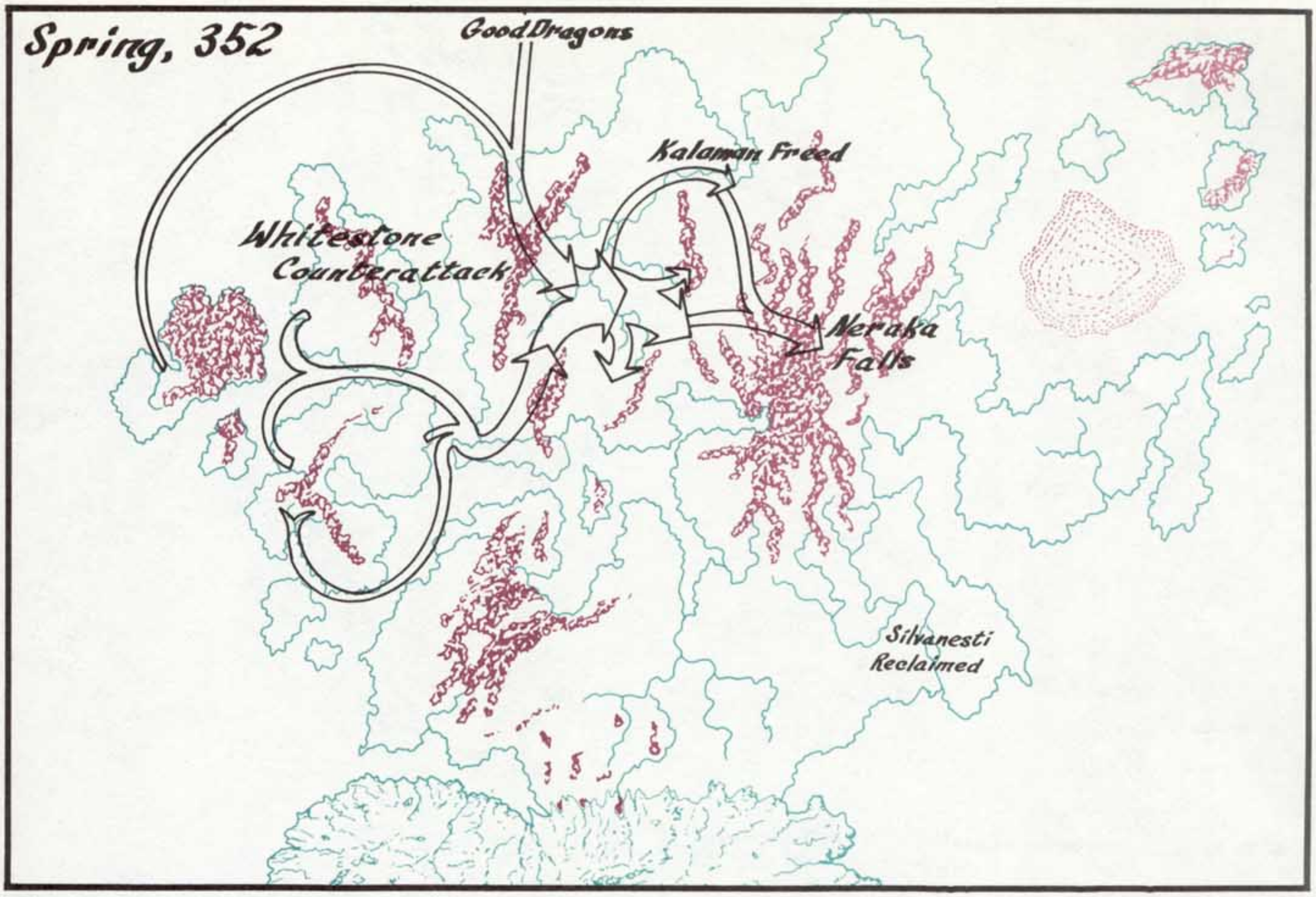
The continued presence of the remaining dragonarmy forces (complete with dragons) was bound to result in further trouble after the so-called "end" of the war. It was hardly surprising, therefore, when Kitiara—the leading post-war Dragon Highlord—attacked Palanthas two years after War's End.[12]

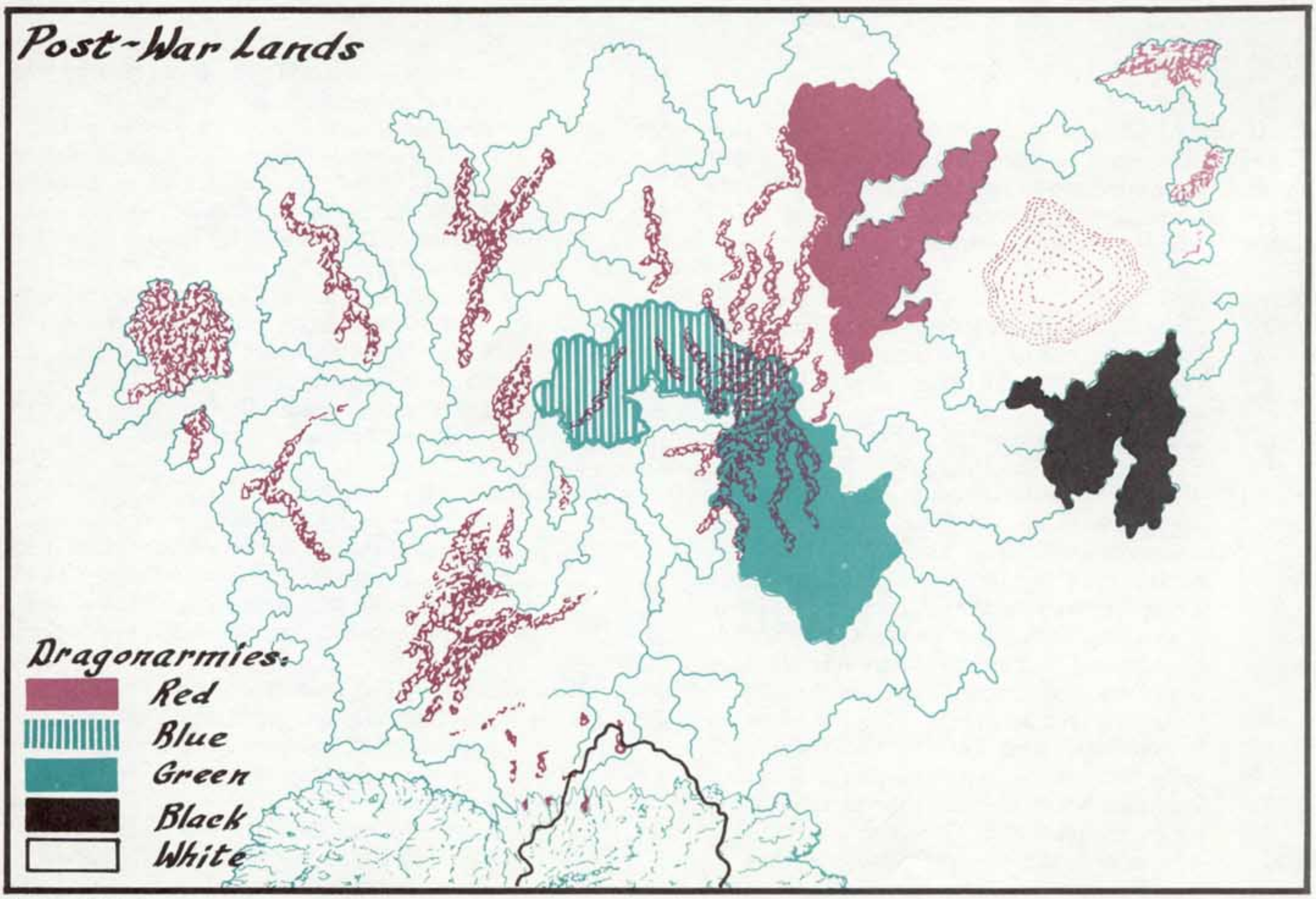
348	Early Summer:	Nordmaar falls. North Keep surrenders and Valkinord is razed.
	Fall:	Eastern strike begins.
349	Winter:	Alliance with Khur. Balifor and Goodlund occupied.
	Summer, Fall:	Assault on Silvanesti. Elves evacuate, leaving haunted land.[3]
350		Dragonarmy regroups from Silvanesti battles.
351	Spring:	Western thrust begins. Lemish and Throtyl join dragonarmies.
	Summer, Fall into Winter	Solamnic Plain splits. Kalaman occupied.[4] Forces from Dargaard Keep conquer Vingaard. Knights in north retreat to Tower of the High Clerist and repulse repeated attacks. Lemish forces cut off Solanthus and burn the city around Thelgaard Keep.[5]
	Summer:	Assault on Abanasinia.[6] Xak Tsaroth occupied. Pax Tharkas taken.
	Fall:	Qualinesti campaign begins. Que-shu and Solace burn. Qualinost evacuated. Highlord Verminaard killed.
	Winter:	Tarsis occupied, then attacked. Highlord Feal-Thas killed at Ice Wall Castle.[7]
352	Spring	Dragonarmies defeated at Battle of the High Clerist's Tower. Whitestone forces counterattack.[8] Vingaard Keep reclaimed. Dragonarmies retreat to south and east. Siege of Kalaman broken. Kender at Hylo, Kenderhome defeat White dragonarmy and kill Toede.[9] Fall of Takhisis and Neraka. Treaty lands established for dragonarmies.[10]



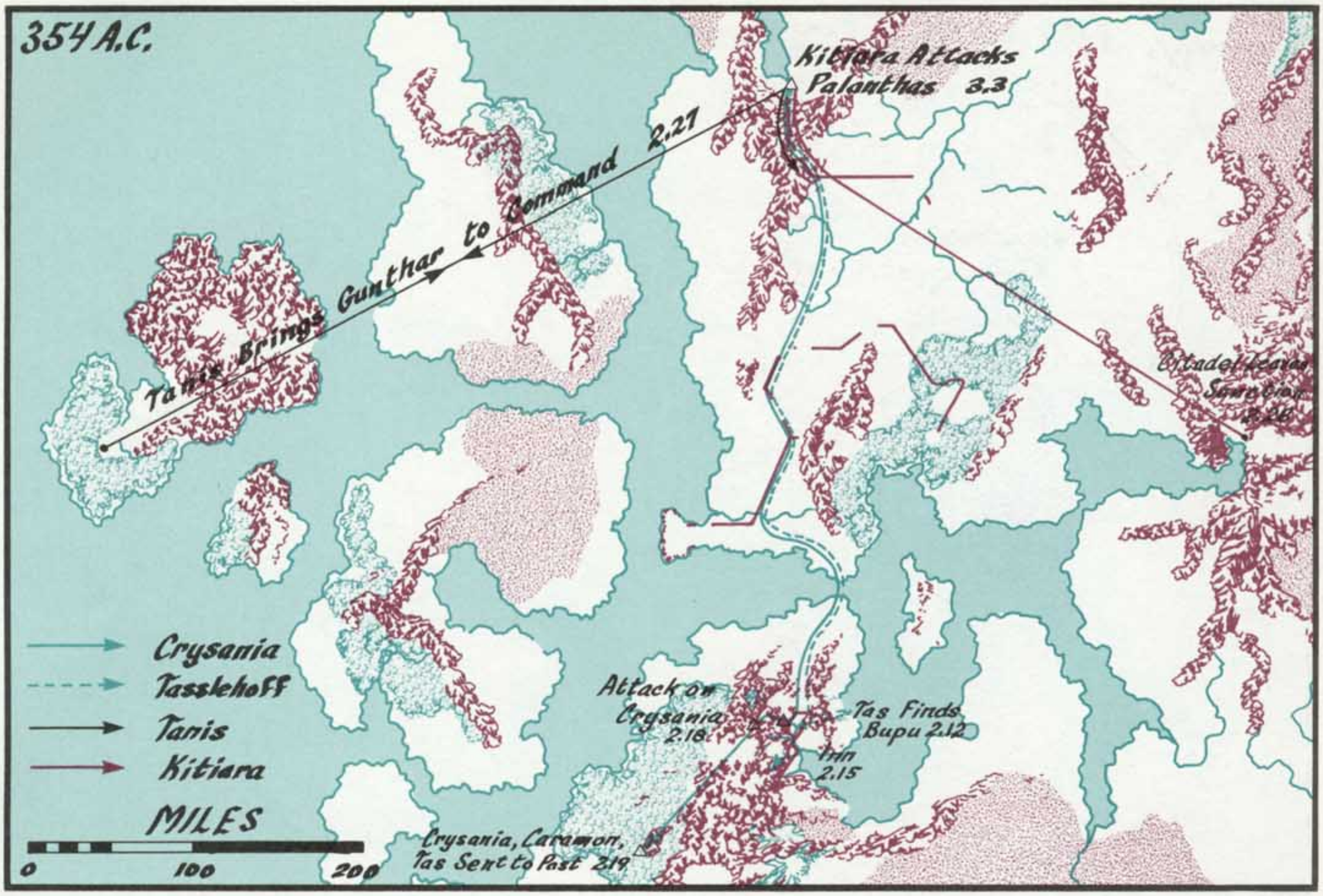


348 A.C. - 349 A.C.
351 A.C. - Winter, 352 A.C.





Spring, 352 A.C.
Post-War Lands



Pathways—The DRAGONLANCE® *Legends*

DRAGONLANCE *Legends* involved far less travel than *Chronicles*. The significant travels were temporal rather than spatial: from the present to the past, then a later past, then to a time which came never to be, then back to the present. Most dates were based on seasons and estimated travel time.

Year 354 A.C.[1]

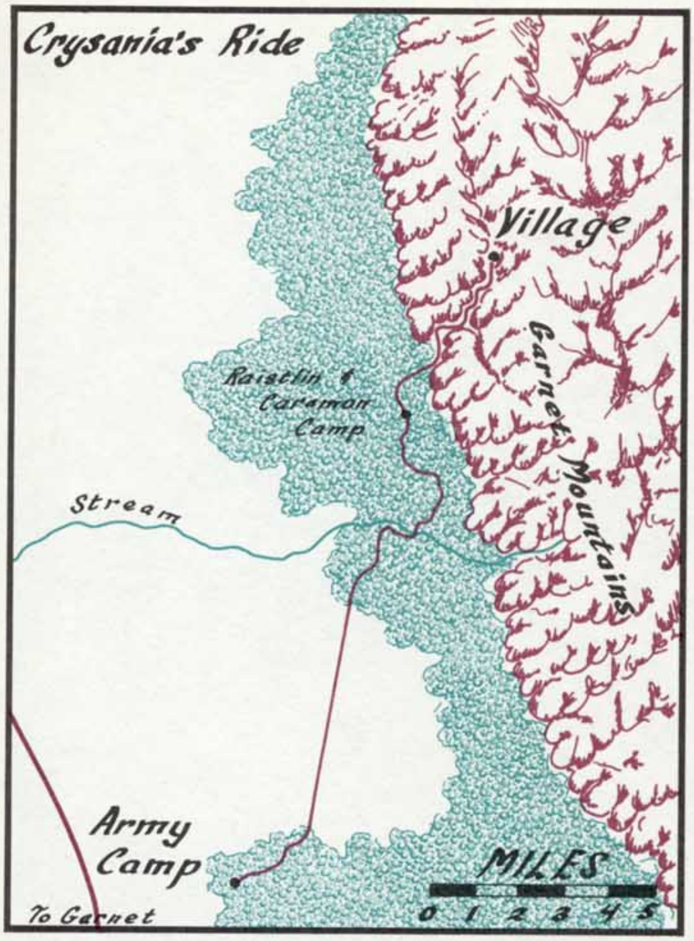
1.20 Crysania meets with Raistlin in Astinus's quarters to give Paladine's warning.[2]
1.22 Crysania sees Raistlin in the Tower of High Sorcery.[3]
1.26 Kitiara visits Raistlin.[4]
1.28 Crysania sends Tasslehoff to seek Bupu.[5]
2.1-2.15 Tanis escorts Crysania from Palanthas to Solace.[6]
2.15 Meeting at the inn with Tika, Tanis, Riverwind, Caramon, and Crysania. Tanis leaves at midnight for Qualinost.[7]
2.16 Crysania leaves unescorted.[8] Tas arrives with Bupu. Tika sends Caramon and Tas after Crysania.[9]
2.18 Caramon and Tas still only halfway to Haven. Men at a tavern report seeing Crysania in the woods.[10] Crysania finds them camped. Crysania is attacked by Lord Soth.[11] Raistlin calls the Forest of Wayreth to the travelers, then reveals his plan to Dalamar.[12]
2.19 Par-Salian sends Caramon, Crysania, and Tas back to the time of the Cataclysm.[13]
2.20 Raistlin sends himself to pre-Cataclysmic time.[14]
2.25 Raistlin contacts Dalamar from 100 A.C.[15]
2.26 Tanis meets Elistan, Dalamar, and Astinus in Palanthas and learns of Raistlin's entry to the Abyss and Kitiara's planned attack on Palanthas.[16]
2.27 Tanis flies to Sancrist and returns with Gunthar.[17]
3.1 Gunthar mans the Tower of the High Clerist with knights. Elistan dies. Dalamar warns Tanis that Kitiara will launch her attack the next day.[18]
3.2 Kitiara's flying citadel bypasses the High Clerist's Tower in the morning.[19]
3.3 Caramon and Tasslehoff arrive in Palanthas, using the time-travel device to come from the future.[20] Kitiara attacks Palanthas.[21] Caramon, Tanis, and Kitiara all reach the Tower of High Sorcery. Kitiara dies. Caramon rescues Crysania, then closes the Portal, leaving Raistlin in the Abyss.[22]

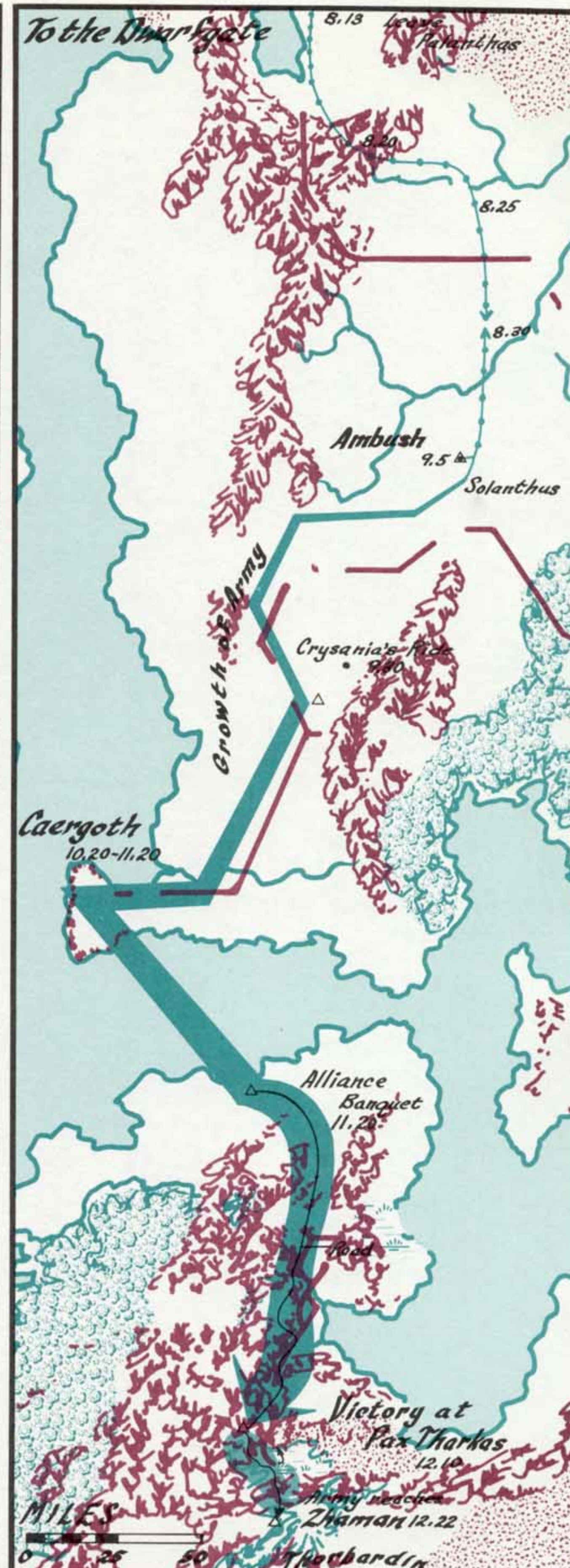
Year 0 P.C.—The Cataclysm

0 Caramon, Tas, and Crysania reach Istar several months before Yule. Raistlin arrives even earlier and overtakes Fistandantilus. Crysania is healed by the Kingpriest. Raistlin takes Crysania and Caramon with him into the future. Tasslehoff enters the Abyss.

Year c.100 A.C.—The Dwarfgate Wars

8.5 Raistlin, Caramon, and Crysania awaken in the Tower of High Sorcery in Palanthas. Raistlin discovers the portal is gone.[23]
8.6 Raistlin/Fistandantilus sends Crysania to Astinus to learn the location of the portal.[24]
8.13 They begin their trek south toward Zhaman.[25]
9.5 The three are ambushed by bandits near Solanthus. Caramon defeats the leader; they become





Crysania's Ride
To the Dwarfgate

the Army of Fistandantilus.[26]

9.20 Talks between the hill dwarves and those of Thorbardin fail; the hill dwarves join Fistandantilus.[27]

9.30 Crysania rides from camp outside Garnet.[28]

10.1 Raistlin and Caramon find Crysania in plague-dead village.[29]

10.20 Army reaches Caergoth.[30]

11.1 Raistlin uses dragon orb to contact Dalamar.[31]

11.10-20 Army crosses the Straits of Schallsea.[32]

11.20 Banquet held for hill dwarves and Plainsmen. Raistlin bribes Dewar to help at Pax Tharkas.[33]

12.10 Dewar open gates of Pax Tharkas, and the Army of Fistandantilus is victorious.[34]

12.11 Hill dwarves and Plainsmen leave Pax Tharkas without orders or supplies.[35]

12.14 Kharas plans assassination of Raistlin.[36]

12.16 Army reaches Plains of Dergoth.[37]

12.18 Kharas's attempt on Raistlin is interrupted by the arrival of Tasslehoff and Gnimsh. Raistlin is injured, and Tas and Gnimsh are taken to Thorbardin.[38] Crysania heals Raistlin.[39]

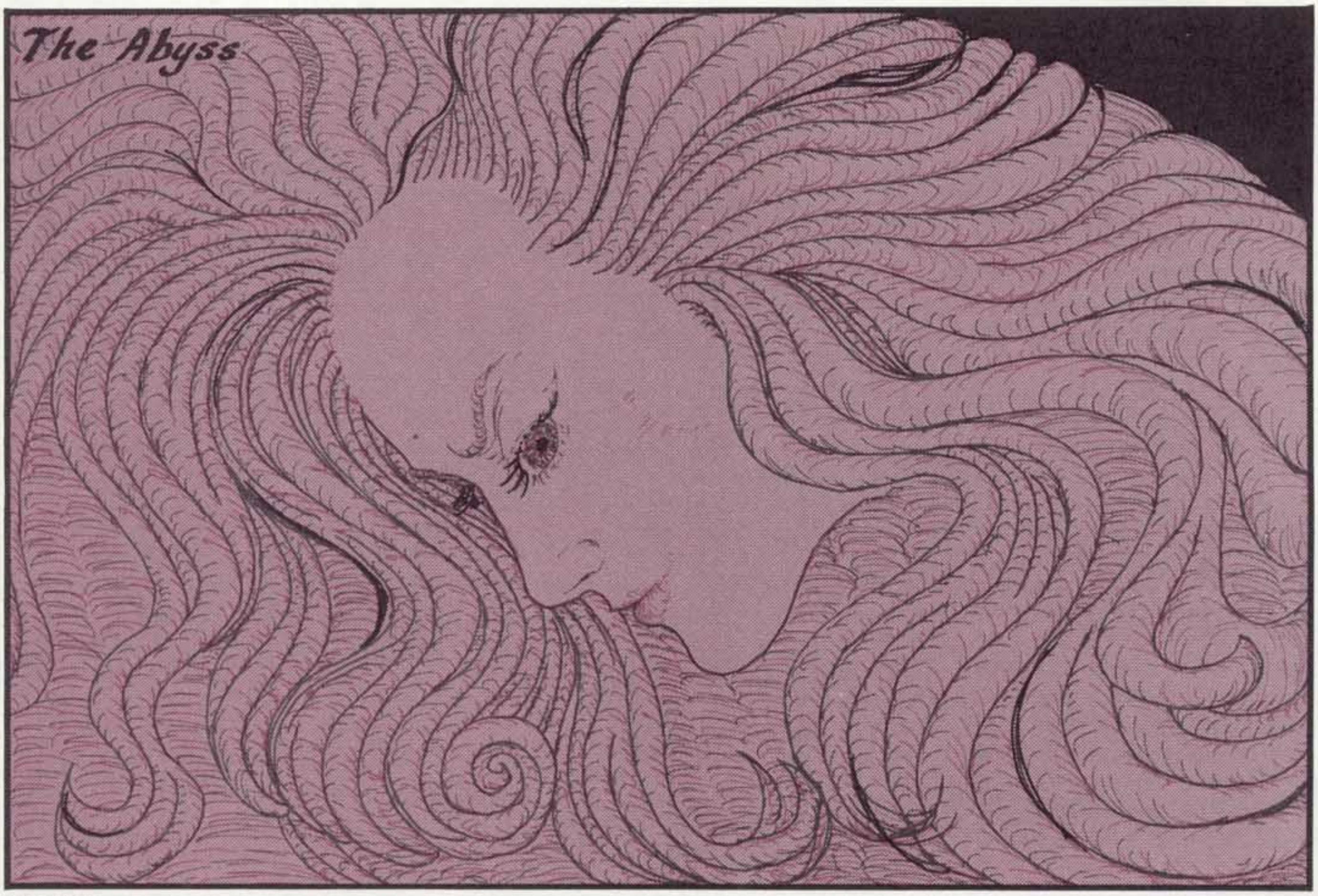
12.19-22 Army moves to Zhaman.[40]

12.22 Raistlin appears in Thorbardin, kills Gnimsh, and takes Tas to Zhaman.[41]

12.24 Plainsmen desert; rest of army marches at night.[42]

12.25 After midnight Raistlin takes Crysania to the portal.[43] Caramon and Tasslehoff follow. The time-travel device is activated, and Kharas watches as the Plains of Dergoth and both armies are destroyed.[44] In spite of the disruption of magic, Raistlin and Crysania enter the Abyss.[45]

Thematic Maps



The Abyss

Thematic Maps

The continent of Ansalon was subject to all the broad forces of nature and civilization as we know them, plus the unusual features introduced by its inhabitants and their confrontations. The battle of the supernatural forces of Takhisis, Paladine—and even Raistlin—resulted in alterations not only of the population, but also of weather and vegetation.

By following the heroes of legend on their journeys, one may catch a glimpse of the sweeping patterns of Krynn. But this exposes information only along the narrow corridor through which the characters passed. More details were provided by the game modules, but the "broad-brush" patterns are still not apparent. The following maps attempt to provide information on a world-wide scale.

A few known locations were simply expanded using the patterns which normally occur in our own world. Cartographically, it is not possible to show the graduations from the core of an area to that of an adjacent but differing one. Sometimes alterations are abrupt. More often they are gradual and inconsistent. For example, Kendermore appears in a desert area before the Cataclysm, while it could actually exist in an oasis area that would support its population, and/or it could only marginally be considered desert, having dry weather only some years. The reader must consider all of these things while examining the maps. Grasping the sweeping patterns of the continent of Ansalon adds to the richness and understanding of the tales which occurred there.

The Abyss

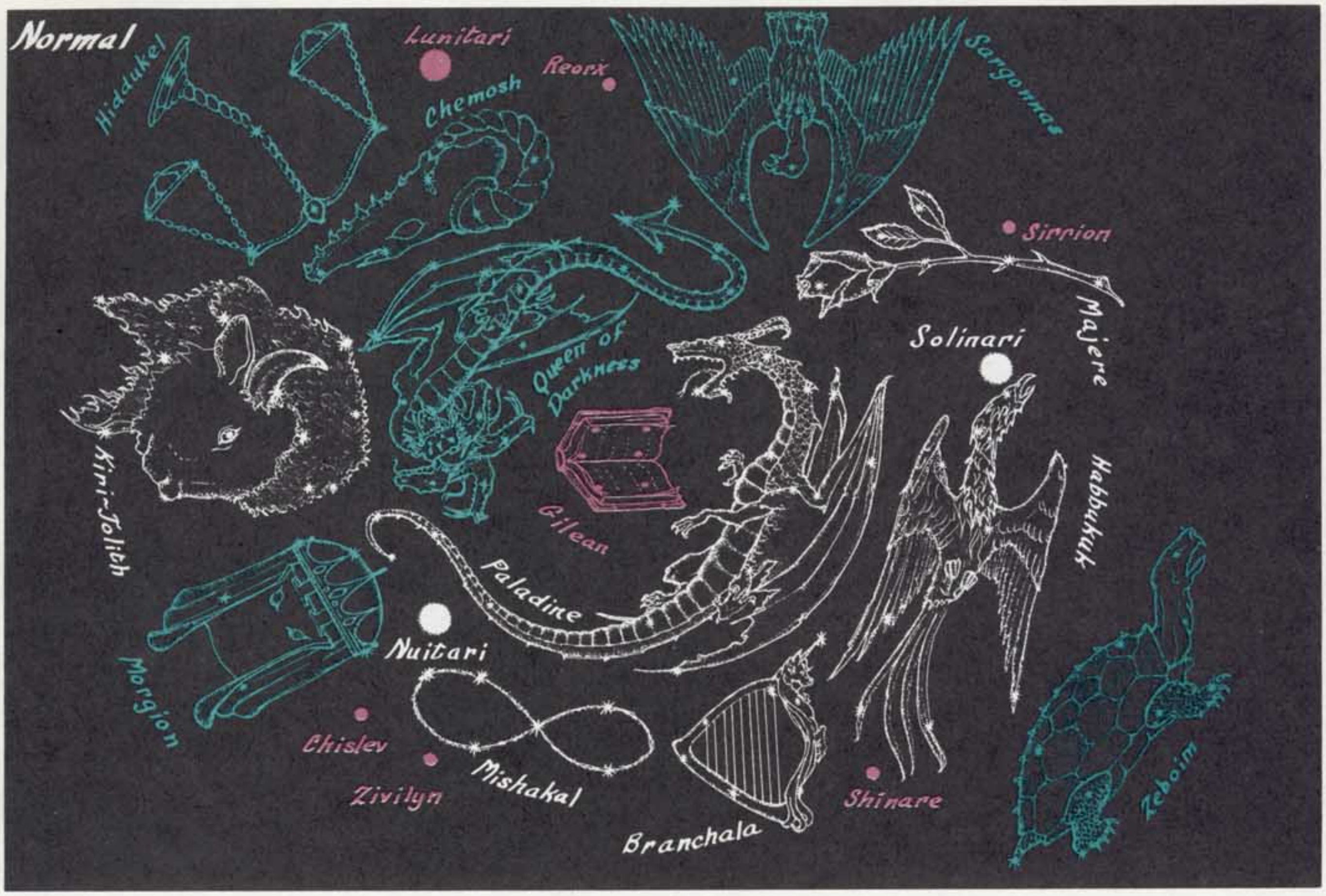
The only known access to the Abyss was via the great portals created by the mages, one of which stood in each of the Towers of High Sorcery, except for the brief period when the one in Palanthas was moved to Zhaman for protection.[1] It was through this portal that Raistlin and Crysania, and later Caramon, reached the Abyssal plane.[2]

Tasslehoff found himself in the Abyss via another route and discovered the true nature of its terrain. From Raistlin's laboratory deep below the destroyed Temple of Istar, Tas emerged through a crack into a strangely featureless and almost colorless undulating land.[3]

Hidden within the red-tinged folds of the Abyss were holy precincts of the dark clerics, but neither the precincts nor any other features were apparent to those journeying on the surface.[4] The power of thought was preeminent. When Tas asked to see the person in charge, "The landscape changed. It was every city . . . and yet none . . . familiar, yet he didn't recognize a thing . . . lifeless, yet teeming with life." And when he arrived at what reportedly was the waiting room of Takhisis "as far as he could see, he was standing in the middle of nothing."[5]

People perceived the Abyss in different ways that others as well. According to Gnimsh one needed only to think of a location to be transferred there, yet Crysania and Raistlin physically toiled across what appeared to be an image of Ansalon.[6]

However, floating above the Abyss, Tas realized that the strange, undulating pattern was the face of Takhisis.[7]



The Celestial Realm: Normal

The Celestial Realm

There were 21 gods of Krynn, each represented by a constellation of the zodiac, a moon, or a planet.[1] The gods were equally divided, with seven each aligned with the forces of good, evil, or neutrality. Symbols of six of the gods of good, six of evil, and one of neutrality composed the zodiac. The five planets of Krynn's system each represented a god of neutrality. The three moons each embodied a god of evil, good, and neutrality.

The planets aligned roughly in the sky as their orbits lay in the plane of the ecliptic. Each moon's orbit differed, allowing occasional conjunctions. The zodiac encompassed a hemisphere centered on the single neutral constellation of Gilean, with Paladine and the Queen of Darkness on opposing sides.[2] The remaining constellations were concentrated on the respective portions of the sky: evil ones near the Queen of Darkness, and good ones near Paladine, with two exceptions. Kiri-Jolith shone near the Queen of Darkness, as if to control her, while Zeboim lay at the far edge of the zodiac, beyond Habbakuk, his counterpart among the gods of good.

In all cases the representation was more than symbolic. As the respective moons waxed and waned, so did the powers they embodied ebb and flow on the planet's surface.[3] Raistlin hypothesized that Astinus might actually have been Gilean.[4]

The clearest sign of direct involvement of the gods represented, however, was seen among the constellations. Near the beginning of the War of the Lance the companions glanced at the starry skies above Crystalmir Lake and discovered that two constellations were missing. Raistlin realized that "the Queen of Darkness and the one called Valiant Warrior. Both gone. She has come to Krynn, Tanis, and he has come to fight her."[5] An even clearer sign was given months later when Paladine, the Valiant Warrior in the guise of Fizban, carried Flint to the heart of Godshome and disappeared. As he vanished from Krynn, the constellation of Paladine reappeared.[6] During Raistlin's battle for supremacy over the Queen of Darkness, her constellation was in the wrong place, and there was ". . . a new constellation in the sky. An hourglass . . ."[7]

Good

Constellations:
Paladine (rulership, guardianship)
Majere (meditation)
Kiri-Jolith (war of good)
Mishakal (healing)
Habbakuk (animals and sea)
Branchala (music, forests)
Moon:
Solinari (good magic)

Evil

Constellations:
Queen of Darkness (evil, hatred)
Sargonnas (meditation)
Morgion (disease)
Chemosh (undead)
Zeboim (undead of sea)
Hiddukel (demons)
Moon:
Nuitari (black magic)

Neutral

Constellation:
Gilean (knowledge)
Planets:
Sirrion (flame)
Reorx (technology)
Chislev (nature)
Zivilyn (wisdom)
Moon:
Lunitari (neutral magic)





During the War of the Lance
The Future

Climate

One key point to keep in mind when considering the climate of Ansalon is that the continent lay in the southern hemisphere of Krynn. From the ice cap of the south to the tropics of the northeast, Ansalon contained the full range of climatic variations.[1] As with virtually all of Ansalon's characteristics, there were climatic changes after the Cataclysm. The differing locations of seas altered the flow of ocean winds and storms. Elevations of new and more extensive mountain ranges increased the local variations, and the related windward rainfall and leeward drought shifted desert climates.

Pre-Cataclysm

Most of Ansalon was habitable before the Cataclysm. In general, equatorial climate, with the humid, rainy conditions so suited to extensive rain forests, generally does not lend itself to productive agriculture. Thanks to the cool currents in the west, the equatorial climate on Krynn was restricted to the far northeast.

High pressure systems, with their associated descending dry air, built up in the interior lowlands east of the Khalkist Mountains in the winter and in the bay immediately north during the summer, producing desertlike conditions year-round. The eastern edge of this area, near Kendermore, was less affected due to the northern shift of the dry weather in the summer and to its more coastal location in winter. Some seasons and/or years might have been quite wet. Even closer to the Khalkists, it was likely that scrub grass and low shrubs could be found. The extent of the area involved was simply not large enough to produce the vast, sandy expanses of a major desert.

Between the equatorial and desert climates of northeastern Ansalon was a transitional belt of savannah, or grasslands grading from tall prairie grasses with many trees along the edge of the rainforests, to short grasses with trees along watercourses nearing the desert. Savannah climates are excellent for grazing and grain production and will support more varied agriculture with fertilization and irrigation. Thus, it was not entirely surprising to find the major city of Istar located there.

The largest area of Ansalon had a temperate climate. From Sancrist in the west to southeastern Goodlund, an undulating band took in all of ancient Ergoth and Solamnia, then cut south across the Khalkists to Silvanost and beyond. Here the rainfall was adequate for agriculture and was fairly evenly distributed during the year. Although winters may have been occasionally snowy with lower temperatures, the dormant season was neither excessively cold nor long.

The transitional climate of southern Ansalon produced winters which became increasingly bitter as one traveled south and inland. Nevertheless, warm summers and pleasant (if shortened) springs and autumns still made the lands very habitable except in the highest elevations. The cooler air retarded evaporation, allowing the growth of great forests with a mixture of both broadleaf deciduous and needleleaf evergreen trees. These were especially extensive near the coastal areas such as Qualinesti and Silvanesti. Where trees were absent naturally or had been removed for agriculture, soils were productive for both farmland and pasture.

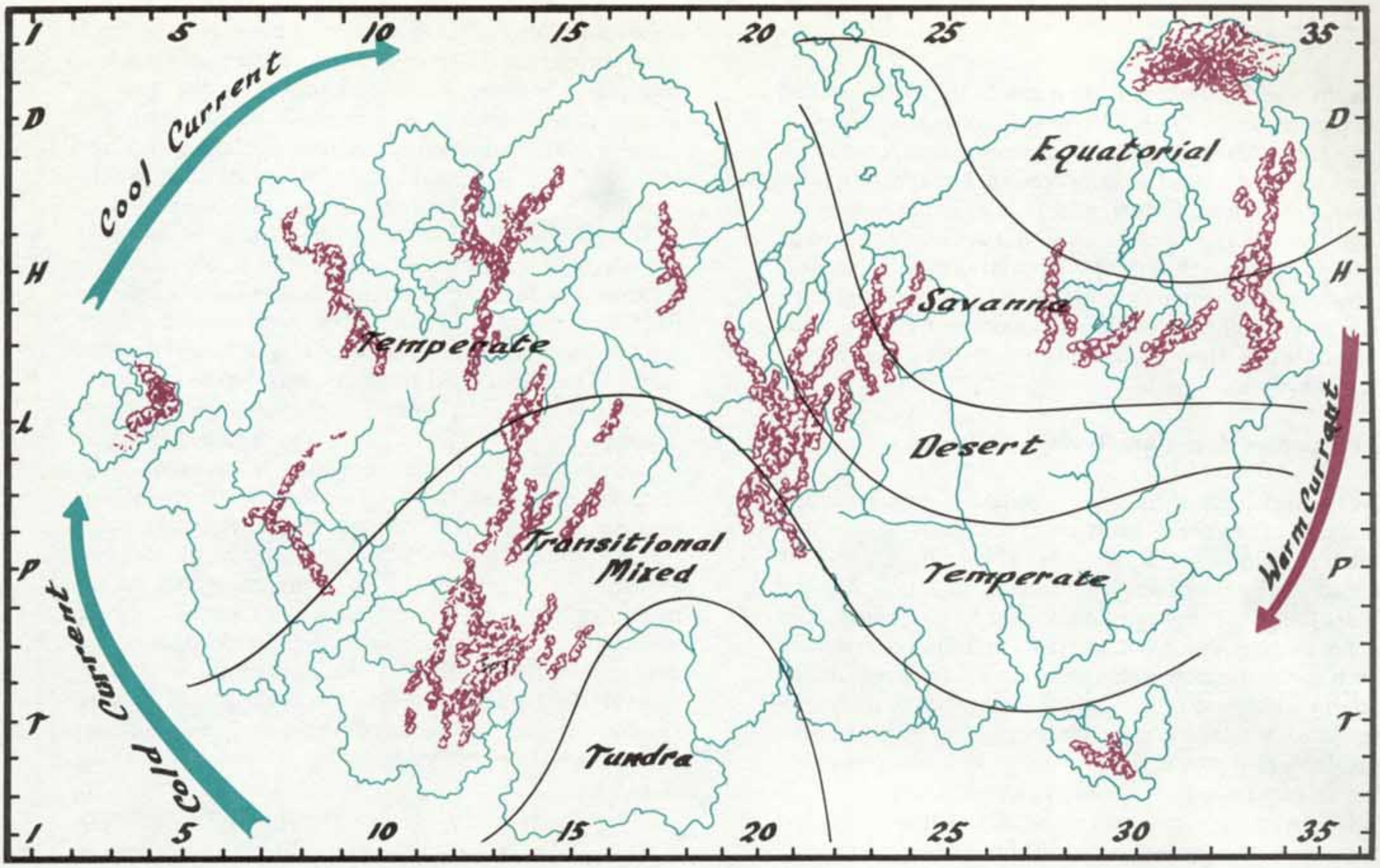
The more southern areas of the transitional zone graded into a narrow band that supported only evergreens before reaching the coldest part of Ansalon: the south central tundra, with its short grasses, marshes, and bogs broken only in protected areas by a few dwarf needleleaf evergreen trees. Even there, however, summer could be pleasant. Warm currents in the east helped eliminate the threat of an arctic climate in the far south.

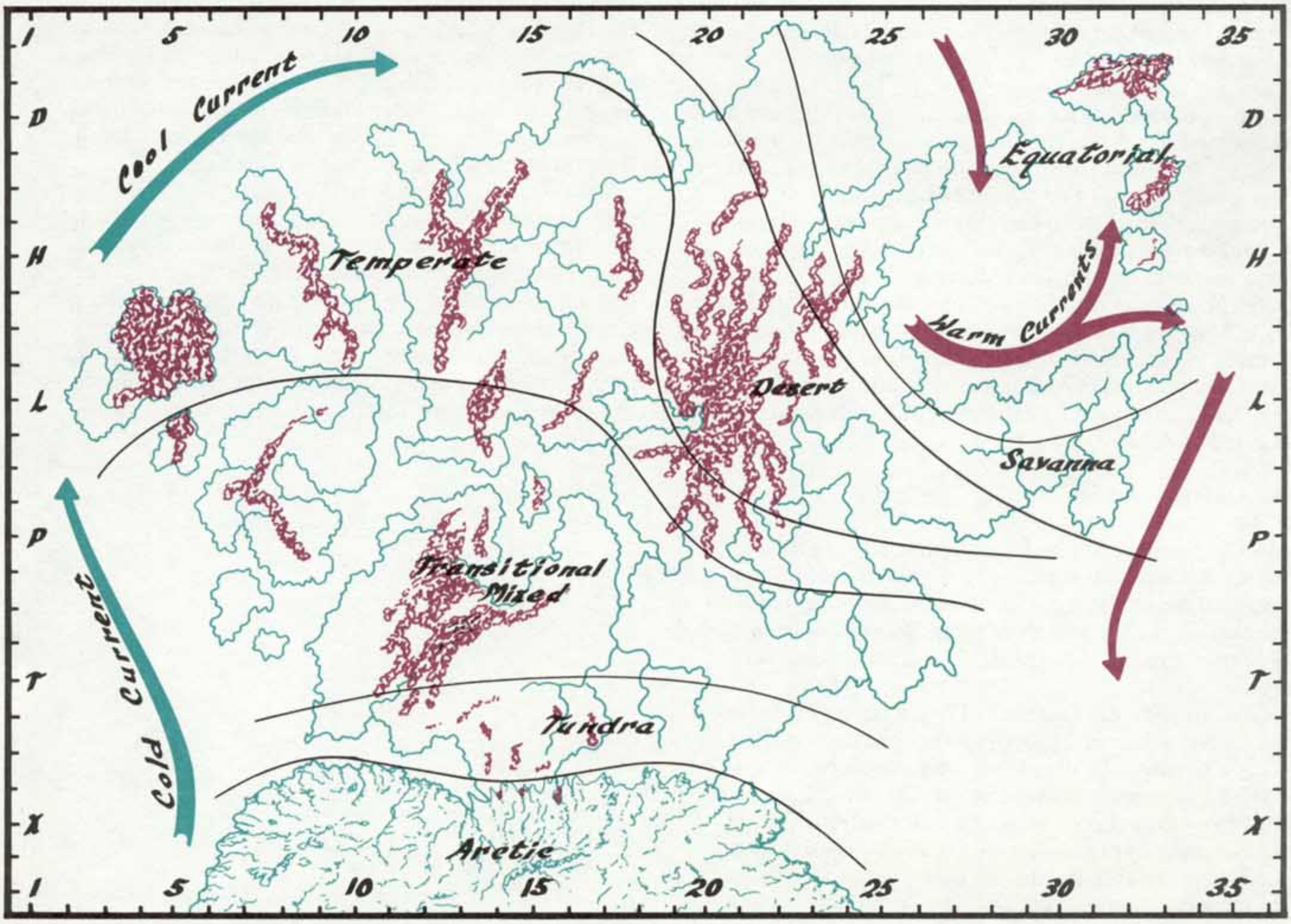
Post-Cataclysm

One of the most apparent climatic changes after the Cataclysm was the appearance of an extensive arctic climate in the south. Although Ansalon still had no actual land mass in this area, the disruption and resultant weakening of the eastern warm current by its passage through the newly formed Sea of Istar allowed the nearby polar ice cap to extend to the south coast of Ansalon. Once the process began, the increasingly cold expanse was self-perpetuating. The frigid high pressure system poured cold, dry winds from the ice onto the southern plains of Ansalon, allowing the glacier to expand inch by inch.

The effects of the increase in cold, dry air were widespread. The western cold current was colder and stronger after the Cataclysm, so each of the climatic "bands" was pushed a little farther north. Consequently Tarsis lay in tundra, while the transitional climate, with its longer, colder winters and deeper snowfall accumulations encompassed Southern Ergoth and Solamnia, all of Abanasinia, and slightly more of Silvanesti than prior to the Cataclysm. Cool currents entering Newsea may also have contributed to this northerly shift.

With the "rainshadow" effect of the greatly increased Khalkist Mountains, the desert area in the north expanded slightly. The sudden appearance of the Sea of Istar allowed the warm equatorial currents to shift much farther south. The huge expanse of water also added the moderating "marine" influence to the surrounding coastal areas, greatly reducing extremes of temperature. Thus the warm, wet equatorial climate already present in the northeast shifted farther south. Between the north-shifting colder climates, the expanded desert area, and the south-shifting equatorial climate, there was less room for the transitional savannahs. Ansalon became a land of extremes.





Pre-Cataclysm
Post-Cataclysm

Population

In any world, climate is also a major factor in the location of population. People tend to settle in physically comfortable zones that support the food production necessary for both man and beast. Climates occur in broad bands, however, so additional factors must be considered in explaining the specific locations of major concentrations: Transportation, availability of water supply, terrain, proximity to previously settled areas, strategic commercial and/or military location all interact. Eventually the mere size of a city or region becomes an attraction, resulting in historical inertia.

Pre- versus Post-Cataclysmic Densities

Not surprisingly, Ansalon's population decreased dramatically after the Cataclysm. Thousands upon thousands of members of all races were killed either during the Cataclysm by floods or earthquakes or in the months and years following through famine and homelessness. Climatic change, disruption of trade, and disappearance of both government and religion all resulted in a population faced with almost insurmountable obstacles to mere subsistence. Populations were hard-pressed to maintain even the decimated post-Cataclysm numbers, much less grow. Those who remained tended to draw together.

Because people tend to congregate, the major cities and regional concentrations established before the Cataclysm remained strong after the disaster, unless damaged. Indeed, some cities became more important following the Cataclysm because their fame drew the homeless.

Istar was, of course, thought to be destroyed. In truth it became the abode of the sea elves. Xak Tsaroth, once a major market city, was also thought lost—except by those gully dwarves who rediscovered it. The alteration of the seas greatly affected two other cities as well: Tarsis and Daltigoth. Both lost their traditional trade routes—Tarsis, by withdrawal of its harbor, and Daltigoth by the sundering from the mainland. The reduction of commercial and political ties caused these two cities to dwindle, as did their hinterlands. Conversely, villages which suddenly became ports, such as Caergoth, experienced rapid growth of population both in the city and the surrounding area. Further, some totally new towns arose, such as Haven and Solace.[1]

Racial Distribution

Most traditional homeland areas remained populated by the same groups after the Cataclysm—another example of historical inertia. Humans remained the dominant race in the core areas they held prior to the disaster: Solamnia, Northern Ergoth, Abanasinia, Nordmaar, Khur, and Balifor.[2]

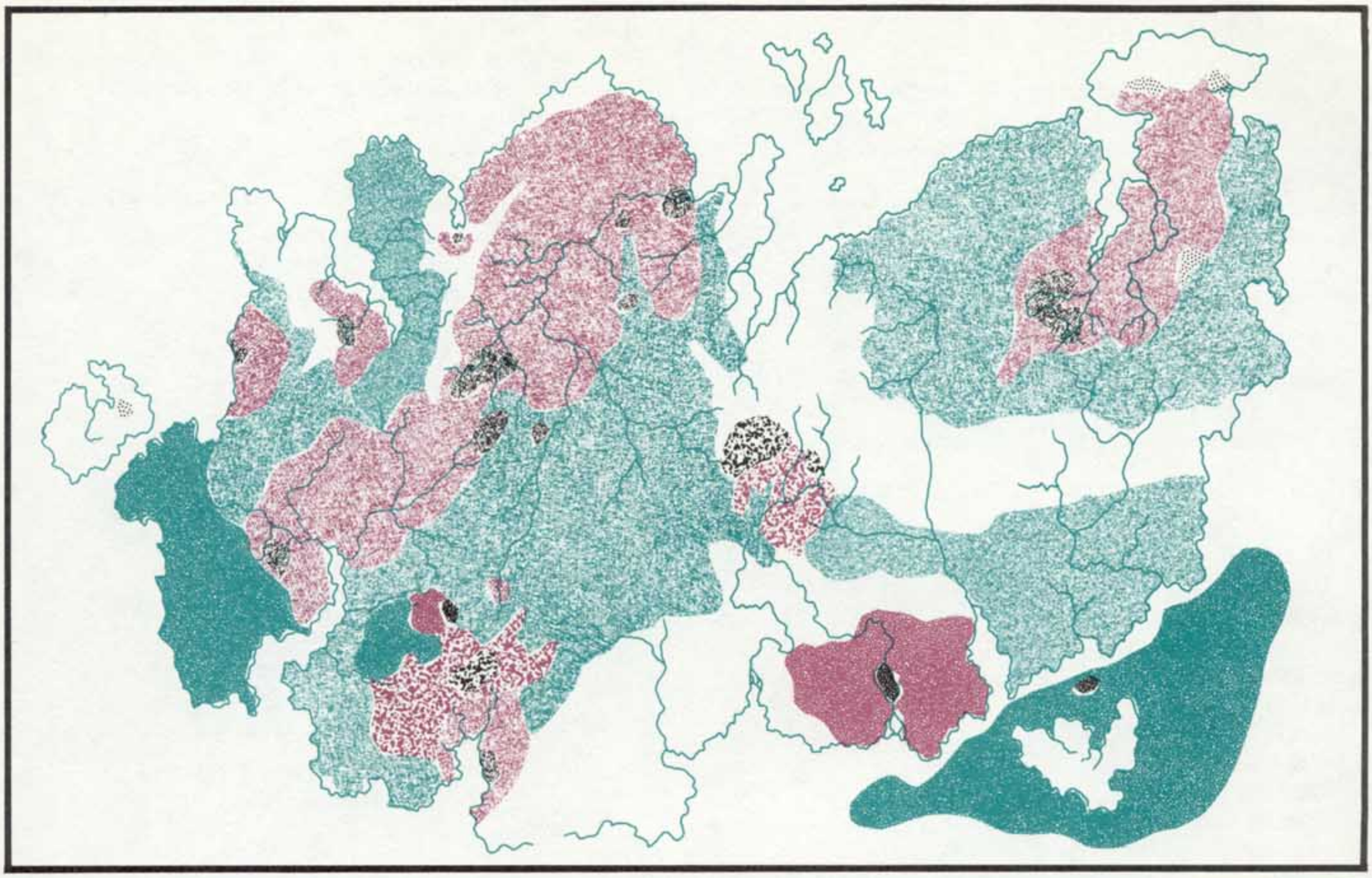
One exception was Daltigoth. The crumbling capital of the ancient realm of Ergoth (which had fallen in 1240 P.C.) was gradually abandoned after the Cataclysm. It was held by ogres at the time of the War of the Lance.[3]

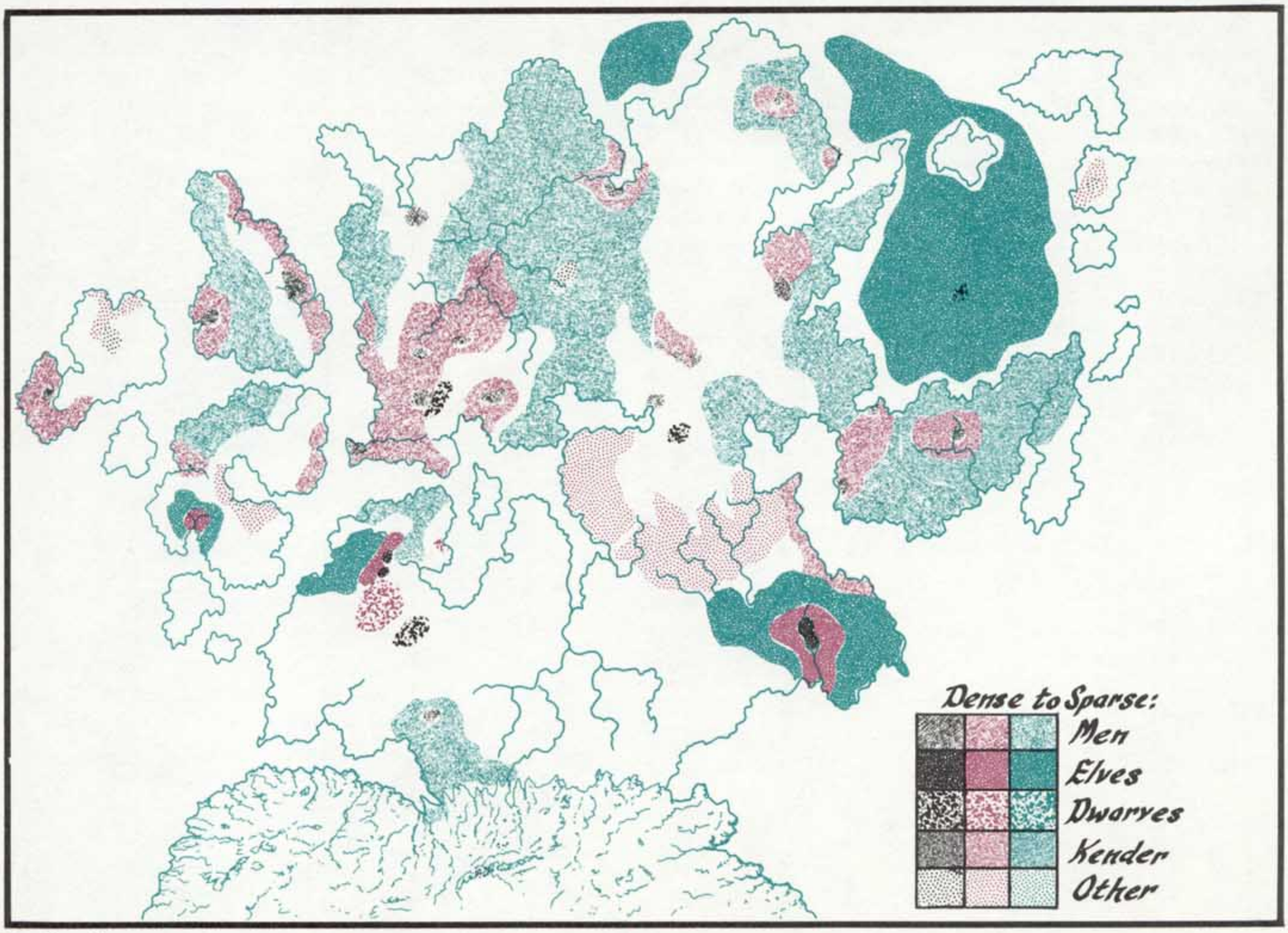
The evil races that escaped Istar and the death-edict of the Kingpriest just prior to the Cataclysm continued to survive in their ancestral homes: minotaurs resided in the mountainous islands of the east, and ogres, goblins, and hobgoblins lived in the Khalkists.[4] These races were not exempt from the death and famine in the post-Cataclysmic years, however. Over a century after the disaster, hunger drove groups of ogres and goblins into southwest Ansalon.[5] The reduction of human population in fringe areas after the Cataclysm left that populace open to conquest, such as the hobgoblin takeover of Throtyl.[6]

The other races—dwarves, gnomes, and kender—that the Kingpriest attempted to force into small areas also continued in their past locations. Most mountain dwarves (including the deep-dwelling dewar) and gnomes did not wish to leave anyway.[7] The dwarf kingdom of Thoradin in the Khalkists closed its doors long before the Cataclysm and reportedly inhabited the delvings known as Zhakar afterward.[8] The hill dwarves continued living in the lands near the mountain homes from which their ancestors originated, traveling to wherever their building services were needed.[9] Before the Cataclysm, gully dwarves were shunned, forced into an almost nomadic existence. The presence of so many ruins and vacant dwellings finally provided homes, most notably at Xak Tsaroth.[10] The gnomes spread slightly, occupying the newly raised land north of Mount Nevermind.[11] The low-lying kender homelands in both Goodlund and Hylo were swamped during the Cataclysmic flooding, but the kender tenaciously continued living on the areas of land that remained.[12]

The relocation of elves as a result of the Kin-Slayer Wars occurred prior to the Cataclysm.[13] Afterward, they remained hidden in their forests, shunning all other races until the determined attacks of the dragonarmies. Eventually both the Silvanesti and Qualinesti elected to abandon their ancient homelands rather than face further confrontation.[14] The fourth branch of elves—the sea elves—made sunken Istar their central city after the Cataclysm, but their realm extended as far west as Kalaman.[15]

Several other races also could be found on Krynn, but they were more rare, and their numbers were uncertain. West of the sea elves' realm was that of the sea dragons.[16] Trolls could be found in a valley near Pax Tharkas.[17] The ancient, apelike Shadowpeople had delvings below other cities besides Sanction, but their presence was mere rumor even to local inhabitants.[18] Even on the glacial ice of the far south one could find both human inhabitants and their enemies, the thanoi walrus-men.[1]





Pre-Cataclysm
Post-Cataclysm

Footnotes

To ease the space requirements for the notes, abbreviations have been used for the many DRAGONLANCE® saga materials. The following abbreviations apply:

I - *Dragons of Autumn Twilight*
II - *Dragons of Winter Night*
III - *Dragons of Spring Dawning*
IV - *Time of the Twins*
V - *War of the Twins*
VI - *Test of the Twins*
VII - *The Magic of Krynn*
DL - DRAGONLANCE AD&D® Game Modules
W. map - Wilderness map
SB - Source book
SF - *The Soulforge* (#4)
LD - *Lords of Doom* (#10)
DR - DRAGON® Magazine articles
(Number listed refers to volume.)
Int. - Interviews with Tracy Hickman.

Introduction

[1] I: 66.
[2] Unpublished maps.
[3] DL5: W. map.
[4] II: 397.
[5] II: 229.
[6] DL14—SB: 11; DR #103: 19.
[7] DL14—SB: 8, 9. The comments in this section are conjectures based on comparing this map with the post-Cataclysm map from DL5.
[8] I: 190; V: 211.
[9] I: 190; IV: 221.
[10] DR #101: 10, 11.
[11] III: 69.
[12] Although the Solamnic fortresses do not appear on DL14—SB: 8, 9, they would logically have been constructed during the height of Solamnic power prior to the Cataclysm, rather than during the years of decay and disfavor that followed.
[13] DR #103: 19.
[14] Unpublished chronology chart.
[15] II: 79; Int.
[16] V: 321; DL5: W. map; DL14—SB: 8, 9; DR #101.

The South

[1] DL3: W. map; DL11: W. map.
[2] I: 136, 144.
[3] I: 70; DL1: 10; DL2: 5; Int.
[4] I: 67; DL1: 8; DL3: 8, W. map.
[5] DL1: 5, 7.
[6] I: 22.
[7] DL1: 5, 7.
[8] I: 333; DL2: 12.
[9] II: 98; IV: 59; DL5: W. map.
[10] I: 433; DL3: 12, W. map.
[11] V: 294, 295.
[12] V: 339; VI: 13, 107.
[13] DL3: W. map.
[14] II: 22; DL6: 11.
[15] II: 23, 28.
[16] II: 31-34.
[17] DL6: 12, 21, W. map.

Solace

[1] I: 54; DL1: 17 (map).
[2] I: 22.
[3] DL5: 14-18.
[4] IV: 32; DL1: 5.
[5] I: 8, 272; IV: 58.
[6] I: 8.
[7] I: 43.
[8] VI: 26, 30.
[9] I: 272, 286.
[10] IV: 51.
[11] I: 8.
[12] I: 43, 277; DL5: 15.
[13] I: 35, 43.
[14] IV: 50.
[15] I: 286, 320.
[16] DL2: 6.
[17] IV: 50.
[18] IV: 60; DL1: 5.
[19] VI: 28, 30, 72.

Inn of the Last Home

[1] I: 8.
[2] I: 22 (drawing).
[3] Int.
[4] I: 22, 272; IV: 37.
[5] The location of the sleeping rooms was based on where rooms could have fit within the constraints of the drawing on I: 22, knowing they were on upper levels (IV: 37).
[6] IV: 38.
[7] DL2: 15.
[8] I: 9.
[9] I: 22.
[10] I: 9.
[11] I: 7, 10.
[12] I: 25.
[13] I: 33.
[14] I: 10, 42.
[15] I: 276; DL2: 15.
[16] Int.; DL2: 15.

Tika's Houses

[1] IV: 61.
[2] I: 8, 44.
[3] I: 33, 44.
[4] I: 44, 48.
[5] I: 48.
[6] IV: 50, 61.
[7] IV: 57, 61.
[8] IV: 56, 57, 62.
[9] IV: 60.
[10] IV: 61.
[11] VI: 342.

Crystalmir Lake

[1] I: 13, 70.
[2] I: 70; Int.
[3] DL1: 5.
[4] I: 12, 13.
[5] I: 70; DL1: 5.
[6] I: 53, 55.
[7] DL1: 6.
[8] DL1: 6.
[9] I: 54.
[10] I: 63.
[11] I: 73, 74.

Prayer's Eye Peak and Darken Wood

[1] I: 93.
[2] DL1: 18.
[3] I: 96, 98.
[4] I: 98.
[5] I: 13.
[6] I: 73.
[7] I: 94.
[8] I: 100.
[9] I: 103.
[10] I: 105.
[11] I: 11.
[12] DL1: 9.
[13] DL3: W. map.
[14] DL3: W. map.
[15] I: 104.
[16] I: 109.
[17] I: 116.
[18] I: 118.
[19] I: 121.

Que-shu

[1] I: 136.
[2] I: 77.
[3] I: 137.
[4] I: 76.
[5] DL1: 10. Note: the population estimate was based on Solace's being a "small town" with 500 people (I: 8), while Que-shu was a "village" (I: 136).
[6] DL5: 27.
[7] I: 137.
[8] I: 138.

The Cursed Lands

[1] I: 139, 141; DL1: 11.
[2] I: 144; DL1: 11.
[3] Note the map does not agree with the distances shown in D11: map of The Swamp, as those were insufficient when compared with the *Chronicles* references.
[4] I: 144, 145. Ironclaw trees must have been similar to the mangroves found in areas such as the Florida Everglades. They had the ability to accumulate sediment among their twisting, exposed roots, eventually helping extend land areas.
[5] I: 146.
[6] I: 152.
[7] I: 153.
[8] I: 154, 161.
[9] DL1: 13.
[10] I: 153; DL1: 13.
[11] I: 154, 158.
[12] I: 158, 160.
[13] I: 167.
[14] I: 168, 169.

Xak Tsaroth

[1] I: 193, 214.
[2] IV: 221; DL14—SB: 8, 9.
[3] I: 214.
[4] IV: 186.
[5] DL1: 13.
[6] I: 168; DL1: 26, Xak Tsaroth map, The Swamp map.
[7] I: 190; DL1: Xak Tsaroth map.
[8] DL1: 20.
[9] I: 189, 190.
[10] DL1: 22.
[11] DL1: 28.
[12] I: 216.
[13] I: 255, 260, 262.
[14] I: 240.
[15] I: 227; DL1: Xak Tsaroth map.

The Temple of Mishakal and the Hall of the Ancestors

[1] I: 170.
[2] I: 183; DL1: 20.
[3] Webster: 732.
[4] I: 183.
[5] DL1: Xak Tsaroth map. Note: D11: 21 (47e) indicated that the grid divisions are 10 feet square.
[6] DL1: 20.
[7] I: 189.
[8] DL1: 20, 21.
[9] Although I: 194 described the north-south passage as being "a few hundred feet," DL1: Xak Tsaroth map showed it as only twenty feet.
[10] I: 195.
[11] I: 201.
[12] I: 209, 210; DL1: 21.

Descent to the Lower City

[1] I: 227.
[2] DL1: 21.
[3] I: 200.
[4] DL1: 21.
[5] DL1: 21, 22.
[6] I: 211-213.
[7] DL1: 22.
[8] DL1: 20, 21.
[9] I: 216.

The Lower City

[1] DL1: Xak Tsaroth map.
[2] DL1: 24, 25, Xak Tsaroth map.
[3] I: 226.
[4] DL1: 26, 27.
[5] I: 223.
[6] DL1: 27 (68-1)
[7] I: 224, 225; DL1: 26.
[8] DL1: 27, Xak Tsaroth map.
[9] I: 232, 235.
[10] I: 220, 222.
[11] DL1: 27 (Note: 200 feet south and 310 feet east.)
[12] I: 220; DL1: 28.
[13] DL1: 28.

Qualinost

[1] DL14—SB: 3, 4.
[2] II: 126.
[3] I: 313.
[4] DL2: 12; DL3: W. map.
[5] I: 333, 334; DL2: 12.
[6] I: 313, 314.
[7] I: 330.
[8] I: 313; DL2: 12.
[9] I: 316, 317; DL2: 12.
[10] I: 317, 323.
[11] I: 325; DL2: 14.
[12] I: 325; DL2: 13.
[13] I: 326.
[14] I: 333.
[15] I: 333; DL2: 13.
[16] I: 334.

Pax Tharkas

[1] DL14—SB: 14.
[2] V: 132.
[3] DL2: map.
[4] DL3: W. map.
[5] DL2: map.
[6] I: 298; V: 271.
[7] I: 379.
[8] DL2: 29, map.
[9] I: 339.
[10] I: 350-353; DL2: 19, 20.
[11] I: 354; DL2: 20.
[12] DL2: 20, 21, map.
[13] DL2: 20.
[14] I: 358; DL2: 20.
[15] DL2: 21.
[16] I: 368, 369.
[17] I: 370; DL2: 21.
[18] DL2: 21.
[19] I: 375; DL2: 21.
[20] DL2: 28.
[21] DL2: 22, 23, 27.
[22] I: 395.
[23] I: 401.
[24] I: 395.
[25] I: 421.
[26] V: 135; DL2: 25.
[27] DL2: 25, 26.
[28] DL2: 24, 25.
[29] I: 406.
[30] I: 417.
[31] I: 381; DL2: 27.
[32] I: 377, 381.
[33] I: 391.
[34] I: 401; DL2: 27.
[35] I: 411.
[36] DL2: 27.
[37] DL2: 27, 28.
[38] I: 370.
[39] DL2: 30.

The Towers of High Sorcery—Wayreth

[1] II: 97, 98.
[2] SF: 120.
[3] IV: 59; SF: 15, 86; DL11: W. map.
[4] IV: 149.
[5] VI: 68.
[6] IV: 152; SF: 143.
[7] IV: 149, 151; SF: 7, 143.
[8] SF: 127.
[9] SF: 110, 121.
[10] SF: 49, 91, 92.
[11] SF: 36, 105, 115, 122.
[12] SF: 85, 119.
[13] SF: 119, 132.
[14] IV: 150, 172, 173, 177.
[15] IV: 152.
[16] SF: 162, 163; DR #83: 30.
[17] SF: 106.
[18] VII: 257.
[19] IV: 171, 183; VII: 265.
[20] IV: 184, 185, 195, 196.
[21] IV: 198.
[22] VI: 71.

Zhaman/Skullcap

[1] V: 339; DL3: 20.
[2] V: 339.
[3] V: 341.
[4] V: 238; VI: 13.
[5] DL3: map.
[6] V: 342; DL3: 22, map. Note: DL3: 21 stated that the stairwell was 60 feet in diameter, while DL3 map scale indicated that the stair was half that. The latter source was used.
[7] V: 341, 368.
[8] DL3: 22, map.
[9] DL3: 23, map.
[10] DL3: 25.

[11] V: 342.
[12] V: 342, 343.
[13] V: 355, 362, 380.

Thorbardin

[1] Zhakar in the Khalkists and Kaolyn in the Garnets being the others (DL11: W. map.)
[2] DL4: 12, Insert map.
[3] DL4: 13; 15.
[4] DL4: 13; Int.
[5] DL4: Insert map. Actually, two miles of the east-west extent were natural.
[6] Calculations based on DL4: 14 and Insert map.
[7] Approximately 45 square miles were covered by delvings and caverns on the DL4: Insert map.
[8] DL4: 8.
[9] DL4: Insert map; Int.
[10] DL4: 9.
[11] DL4: 9, Insert map.
[12] Int.
[13] DL4: Insert map.
[14] Int.
[15] V: 316.
[16] V: 317.
[17] DL4: 9.
[18] V: 324.
[19] DL4: 5.
[20] II: 18; V: 289; DL4: 8; Int.
[21] DL4: 11.
[22] DL4: 10.
[23] DL4: 10, 12.
[24] Int.
[25] II: 15; DL4: 11.
[26] DL4: 14, 21.
[27] II: 8, 10; V: 289.
[28] DL4: 14.
[29] DL4: 13, Insert map.
[30] 300 linear feet per module, three modules wide.
[31] Int.
[32] Int.
[33] DL4: 15.
[34] VI: 11.
[35] DL4: 16.
[36] DL4: 16, 17.
[37] VI: 13.
[38] DL4: 17.
[39] II: 9; Int.
[40] DL4: 16, 17.

Tarsis

[1] II: 28; DL6: 4.
[2] II: 30-33, 61; DL6: 7.
[3] DL6: 4, 7. This estimate was based on a count of the structures shown on the map and assumed multistory and multidwelling buildings and residential uses above commercial in the marketplace area.
[4] II: 34; DL6: 5.
[5] Although II: 34 indicated that the *outer* hub of the city remained in use and the center was destroyed and abandoned, DL6: 7 stated the opposite. The atlas map compromised.
[6] DL6: 7.
[7] DL6: 4.
[8] DL6: 4, 7, 8.
[9] II: 35, 56, 72; DL6: 4.
[10] II: 46, 55. The journey to the Hall of Justice through the crowded area (II: 46) and to and from the library (II: 60, 68) suggested the hall's location.
[11] II: 61, 63; DL6: 4, 7.
[12] II: 64; DL6: 7.
[13] II: 67; DL6: 7.
[14] II: 79.
[15] II: 37, 42, 78.
[16] II: 39, 42.
[17] II: 38, 43.
[18] II: 83.

Ice Wall

[1] II: 144; DL6: 14.
[2] DL6: 11, 14, 20.
[3] DL6: map (cover).
[4] DL6: 20.
[5] DL6: 19.
[6] II: 144; DL6: 19, 20.
[7] DL6: 21.
[8] DL6: 22.
[9] DL6: 22.
[10] DL6: 16.
[11] DL6: 22, 23, 31. The directions given in several of the descriptions were inconsistent when compared with the maps (DL6: 16, 17).
[12] DL6: 17, 24.
[13] DL6: 31.

The East

[1] DL14—SB: 8, 9.
[2] DL12: 42.
[3] DL14—SB: 8, 9; DR# 101: 10.
[4] DL14—SB: 8, 9.
[5] IV: 304.
[6] Int.
[7] DL7: 4; unpublished chronology.
[8] DL14—SB: 8, 9.
[9] I: 6.
[10] DL5: W. map; DL14—SB: 8, 9.
[11] DL12: 43.
[12] DL12: 43, 44, W. map.
[13] DL12: 13.
[14] DL14—SB: 8, 9.
[15] Source uncertain.
[16] DL14—SB: 5.
[17] DL12: 15.
[18] DL12: 14, 41, 42.
[19] DL12: 10.
[20] DL12: 6, 10.
[21] DL12: 11.

Silvanost

[1] II: 106; DL10: 9. The orb was brought to Silvanost by Lorac just prior to the Cataclysm.
[2] DL10: 7, 8.
[3] DL10: 13.
[4] II: 102.
[5] II: 106.
[6] II: 126.
[7] II: 123; DL10: 19.
[8] II: 128, 136, 397.
[9] II: 398, 399.

Port Balifor and Flotsam

[1] II: 254; DL12: 10.
[2] II: 258.
[3] II: 250.
[4] II: 252.
[5] II: 326.
[6] DL12: 12.
[7] DL12: 20.
[8] II: 337; III: 20; DL12: 20, 21. All locations from the Flotsam map were based on an interview with Harold Johnson.
[9] II: 328; III: 15; DL12: 20.
[10] DL12: Flotsam map.
[11] DL12: 20.
[12] III: 32.

The Blood Sea

[1] II: 332.
[2] III: 26, 27.
[3] DL12: 19, 20, Perechon schematic.
[4] DL12: 43, W. map.
[5] III: 36-38.

Istar

[1] III: 169, 179.
[2] The flooding in many corridors of DL12: map of Zebulah's Refuge indicated that the pursuit in III: 170 would have included some unmapped areas and/or that the water was absent.
[3] II: 170-172.
[4] IV: 199.
[5] III: 171.
[6] DL14 9—SB: 8, 9.
[7] IV: 207, 231, 233, 299, 391.
[8] III: 179, 180, 188.
[9] DL12: 45. Note that III: 189 indicated that these waters were "dark, still."
[10] Calculated based on the scale of DL12: Istar, expanded as instructed on DL12: 50, then expanded further to centralize the Pit.
[11] DL12: 50.
[12] DL12: 45.
[13] DL12: 49.
[14] DL12: map sheet.

[15] DL12: 45, 46. The description and distance of Caramon and Tika's Room (III: 179, 188) was so different from that suggested in DL12: 45 that it is shown in a separate section of the atlas.
[16] DL12: 47-49.

The School of Games and the Temple

[1] IV: 256.
[2] IV: 356.
[3] IV: 255, 278, 379.
[4] IV: 356.
[5] IV: 258.
[6] IV: 262.
[7] IV: 354, 360.
[8] III: 171.
[9] IV: 288.
[10] III: 171 indicated there were seven outer towers and one central one, while IV: 288 suggested the total was seven. DL14: Temple Tower maps clearly showed one central and six outer towers.
[11] IV: 218, 219.
[12] IV: 218, 221.
[13] IV: 218.
[14] IV: 222.
[15] IV: 226, 317.
[16] IV: 243.
[17] IV: 291, 294.
[18] IV: 248, 269, 304.
[19] IV: 343, 364, 366.
[20] IV: 389, 390.

The West

[1] II: 149, 156.
[2] DL14—SB: 8, 9.
[3] DR #94: 41.
[4] DL14: 3, 4.
[5] DR #101: 11.
[6] II: 286. DL14—SB: 3 stated that the Greygem was released about 3100 P.C., and DR #103 indicated that the gnomes settled in Sancrist when the Greygem flew west beyond the isle.
[7] II: 288; DL14: 5.
[8] DL5: W. map; DL7: 4; DL14—SB: 8, 9.
[9] Int.
[10] DL7: 14.
[11] DL8: 9.
[12] II: 62; DL14: 6, 7. This disagreed with DL7: 4, which stated that Silvanost was abandoned only a century after the Cataclysm.
[13] II: 167, 168, 172; DL7: 8, 9, 12, 13, W. map.
[14] II: 195, 221; DL7: 20, W. map.
[15] II: 152, 219.
[16] DR #103: 19.
[17] II: 260; DL4: W. map.
[18] II: 306, 315.

Qualimori

[1] II: 167.
[2] II: 161, 162.
[3] II: 164; DL7: 7. Qualimori was also called Qualin-mori (II: 174).
[4] DL7: 9.
[5] II: 172.
[6] II: 173; DL7: 7.
[7] II: 176, 180.
[8] II: 175.
[9] II: 186.
[10] II: 180, 182.
[11] II: 184; DL7: 7, 10.
[12] II: 185.

The Silver Road

[1] II: 169, 193, 195; DL8: 12, 27. II: 195 equated Thon-Tsalarian, the River of the Dead, with Thon-Sargon, the Silver Road; but the westerly journey stated on II: 194, and the direction of travel necessary to reach the ultimate destinations made this impossible—as well as the disagreement of DL7: W. map.
[2] DL7: 8.
[3] II: 309.
[4] II: 195; DL7: W. map.
[5] II: 202.
[6] II: 200, 202, 204.
[7] II: 206, 208, 212.
[8] II: 208, 212, 213, 216.

Foghaven Vale

[1] DL7: W. map.
[2] II: 213, 219, 221, 223.
[3] II: 222; DL7: 19, 22.
[4] II: 221; DL7: 20, W. map. DL7: 20 indicated that the path to the Knights' Outpost was a "secret path"—a tunnel leading from Dragon Mountain.
[5] II: 219.
[6] DL7: 20.
[7] DL7: 21.
[8] DL7: 22.
[9] II: 222.
[10] II: 220, 223, 225.

Dragon Mountain

[1] II: 223; DL7: 20.
[2] II: 233, 234; DL7: 24, 26. DL7: 22 stated that the entrance from Huma's Tomb was blocked after about 100 feet, but in II: 233 Tasslehoff went through it.
[3] II: 227; DL7: 22.
[4] II: 227.
[5] II: 228, 229. DL7: map K differs.
[6] II: 233, 234.
[7] II: 234.
[8] II: 234; DL7: 25.
[9] DL7: map M.
[10] Calculations based on DL7: map L, using 700 feet total height (DL7: 20).
[11] DL7: 24.
[12] DL7: 25, 26, maps M-P.
[13] DL7: 26.

Mount Nevermind

[1] II: 260.
[2] II: 288; DR #103: 18.
[3] DL14—SB: 8, 9. DR #103: 19.
[4] DR #103: 19.
[5] II: 290, 297.
[6] DR #103: 19.
[7] II: 293-297.
[8] DR #103: 19.
[9] II: 294, 323.
[10] DR #103: 19.

The Glade of Whitestone

[1] II: 303, 306.
[2] II: 306.
[3] II: 306, 307. DL8: 8 excluded the Sancrist "exiles" representative, adding a hill dwarf and Gnosh to the voting council, with no mention of the elves.
[4] II: 307, 308.

The North

[1] DL7: 10; DL9: 10; DL14—SB: 7.
[2] III: 84.
[3] DL14—SB: 8, 9.
[4] V: 211; DL7: 9.
[5] I: 97; II: 365; DL7: 7, 16.
[6] DL9: 9.
[7] DL9: 11.
[8] V: 158; DL9: 20; DL11: W.map.
[9] V: 168, 174.
[10] DL9: 10, 11.
[11] III: 221; DL9: 11.
[12] DL11: W. map.
[13] DL14—SB: 11; Int. Note: Int. verified that the DL14—SB: 8, 9. map erroneously interchanged the locations of Thoradin and Thorbardin.
[14] DL14—SB: 11.
[15] DL9: 12.
[16] DL9: 12; DL14: 6.
[17] DL5 and DL13: W. maps. Tasslehoff's reference to a "fair" (III: 239) could have referred to any location within the area.
[18] DL13: 10, W. map.
[19] III: 239; DL4: W. map.
[20] III: 232, 239; DL13: 15, W. map.
[21] DL13: 6, 15, 19.
[22] DL13: 15, W. map; DL14: 6.
[23] III: 6-8, 169, 195; DL13: 15.

Palanthas
[1] DL8: 11.
[2] DL9: 5.
[3] III: 69; V: 61, 139.
[4] III: 69, 70.
[5] III: 70.
[6] IV: 71.
[7] DL9: 6. Although a Temple of Paladine was listed among these, IV: 240 stated that there was none before the Cataclysm.
[8] DL9: 6.
[9] IV: 144, 145.
[10] III: 71; IV: 71; DL9: 6.
[11] III: 75, 96; DL9: 6. DL8: 11 stated that it lay east, but DL9 both described and mapped it on the south.
[12] VI: 98.
[13] VI: 101.
[14] VI: 98, 261, 266.
[15] III: 71, 75; IV: 1; VI: 101.
[16] III: 71.

Major Buildings
[1] III: 57, 58, 61.
[2] III: 58; DL9: 6.
[3] DL9: 6.
[4] III: 58.
[5] III: 64, 67.
[6] IV: 8.
[7] IV: 9, 10.
[8] III: 59, 60.
[9] VI: 144.
[10] III: 75; VI: 143, 194.
[11] III: 77.
[12] VI: 198.
[13] III: 102; VI: 198.
[14] IV: 14; VI: 95. The temple drawing on VI: 111 was more complex.
[15] IV: 243.
[16] VI: 99, 101, 148.
[17] VI: 328.

The Tower of High Sorcery—Palanthas
[1] II: 93; VI: 168.
[2] II: 99; VI: 270.
[3] II: 99; III: 378.
[4] III: 72, 74.
[5] III: 75, 76, 81, 89.
[6] III: 68; IV: 11.
[7] VI: 281.
[8] IV: 138.
[9] IV: 111, 112.
[10] V: 228.
[11] V: 228-230.
[12] IV: 80, 143.
[13] V: 66.
[14] VI: 280-282.
[15] IV: 108; DL14—SB: 19.
[16] IV: 121; V: 55; VI: 282, 287.
[17] V: 67, 71, 74; VI: 169.
[18] VI: 335.
[19] VII: 312, 348, 350.

The Flying Citadel
[1] V: 332.
[2] III: 208.
[3] II: 219; DL4: 16.
[4] VI: 178.
[5] VI: 244.
[6] VI: 227 (drawing), 244.
[7] VI: 245.
[8] VI: 246, 247.
[9] VI: 237 (drawing), 249.
[10] VI: 251, 253.
[11] VI: 255.
[12] VI: 256-258.

Tower of the High Clerist
[1] II: 342, 350; DL8: 18.
[2] DL8: 16.
[3] DL8: 18.
[4] II: 351; DL8: 16.
[5] DL8: 14, Tower map, Battle map.
[6] II: 345, 351; DL8: 16, Tower map.
[7] II: 356; DL8: 16; Int.
[8] II: 372.
[9] DL8: 18, 19.
[10] DL8: 18, 23.
[11] DL8: 20.
[12] II: 352, 353.
[13] II: 353; DL8: 20.
[14] II: 353, 382. DL8: Tower map showed five dragontraps.
[15] II: 383. Not all of the tower, as it was still in use in VI: 175.
[16] II: 383.
[17] II: 390.

Kalaman
[1] III: 123, 208.
[2] III: 126, 202, 203.
[3] III: 122, 125, 129.
[4] III: 129.
[5] III: 150.
[6] III: 212; DL13: 4.
[7] III: 123.
[8] III: 126-128; DL13: 4.
[9] III: 152, 153, 213, 214.

Dargaard Keep
[1] III: 158; DL5: W. map.
[2] III: 162, 163.
[3] III: 136.
[4] III: 136, 141; VI: 87.
[5] III: 137, 145.
[6] III: 139, 141.
[7] III: 145.
[8] III: 141; VI: 303, 305.

Godshome
[1] III: 234-236.
[2] DL13: 4.
[3] DL13: 6.
[4] DL13: 19.
[5] DL13: 20. DL13: 3 revealed other possibilities as well.
[6] DL13: 23. Some changes have been made from DL13 (such as the direction of water flow) due to placement of the "Deeps of Freedom" in the highest level where it would *physically* have to be, rather than in the lowest level where it *psychologically* appeared to be. This allowed normal water flow in true gravity areas and reverse flow in reverse gravity areas.
[7] DL13: 25 and III: 137 revealed this was not Dargaard, as stated on DL13: 23.
[8] DL13: 26-28
[9] III: 240, 246; DL13: 29.
[10] III: 239; DL5: W. map.
[11] III: 246, 249; DL13: 15.
[12] III: 249; DL13: 29.
[13] III: 249, 252.

Sanction
[1] LD: 59, 106.
[2] DL9, 11: W. map; DL9: Sanction map; LD: 168.
[3] LD: 85, 127.
[4] DL9: Sanction map.
[5] DL9: 36; LD: 85.
[6] DL14—SB: 6, 7.
[7] DL9: 12, 36.
[8] III: 99; DL9: 12; LD: 174, 184.
[9] DL9: 35.
[10] DL9: 36, Sanction map.
[11] DL9: 36, Sanction map; LD: 74, 158, 173, 174, 217.
[12] DL9: 36, Sanction map.
[13] DL9: 12, 21; LD: 48.

Temples and Tunnels
[1] DL9: 36, 38.
[2] DL9: 29, 38.
[3] DL9: 30, 39, 40.
[4] DL9: 40; LD: 174.
[5] III: 324; VI: 127-132.
[6] III: 98; DL9: 31, 41.
[7] III: 101; DL9: 41; LD: 38.
[8] LD: 72, 73.
[9] DL9: 42.

Neraka
[1] DL13: 6, 10, map of Taman Busuk; DL14: 27.
[2] III: 169, 195, 256, 257; DL14: 14; DL14—SB: 5, 6.
[3] III: 263, 272. Although DL13: 15 and DL14: 19 implied that at least some of the structures were permanent, III: 262 stated that the temple was "the only building within a hundred miles."

[4] DL14: 23, City map.
[5] III: 262; V: 88.
[6] III: 262, 272.
[7] III: 257.
[8] DL14: 28.

Temple of Darkness
[1] DL14: 31, Temple maps.
[2] DL14: 28.
[3] III: 292; DL14: 30, 31.
[4] DL14: 31, 32, Upper Level map.
[5] III: 292, 296; DL14: Upper Level map.
[6] III: 294; DL14: 31.
[7] III: 294; DL14: 31.
[8] DL14: 32, Tower map.
[9] III: 289, 295; DL14: 28, 29, Dungeon map.
[10] III: 289, 360.
[11] III: 298-300.
[12] III: 316, 318.
[13] III: 312, 313.
[14] III: 314, 327.
[15] III: 328, 329.
[16] III: 351, 357, 360.
[17] III: 340, 376.

Pathways—The DRAGONLANCE® *Chronicles*
[1] 1985 Calendar.
[2] II: 301.
[3] DL14—SB: 7.
[4] I: 76.
[5] I: 76.
[6] I: 77.
[7] I: 23, 43, 63.
[8] I: 138.
[9] DL1: 5.
[10] I: 190.
[11] I: 273.
[12] I: 286.
[13] I: 294.
[14] I: 301, 302.
[15] I: 342.
[16] I: 349.
[17] I: 351; DL2: 19.
[18] DL3: 7.
[19] I: 433. Arrival date based on one mile per hex per hour (DL3: 4). Note DL4: 24 placed the wedding at Thorbardin instead.
[20] DL3: 20.
[21] II: 302.
[22] DL3: 27.
[23] DL4: 13, 15, 18, 21.
[24] It had been over a month since the wedding by the time they reached Tarsis (II: 27).
[25] II: 69. DL6: 6 spread the stay in Tarsis over eight days, but *Chronicles* indicated they did not even stay one night.
[26] II: 91, 92.
[27] II: 101, 106; DL10: 7.
[28] At about fifteen miles per day.
[29] DL6: 10.
[30] DL6: 11, 13.
[31] DL6: 19.
[32] The moons were full, and Alhana said it took her days to find her way to the tower (II: 125, 128).
[33] II: 137.
[34] DL6: 25.
[35] DL6: 25. DL7: 6 says six days.
[36] II: 161.
[37] II: 174, 185.
[38] II: 205.
[39] II: 213.
[40] II: 315.
[41] II: 268.
[42] II: 270, 301.
[43] III: 98, Int. *Not* three days after the Battle of the High Clerist's Tower as in DL9: 5.
[44] II: 253, 257.
[45] II: 307.
[46] II: 301.
[47] DL8: 6.
[48] DL12: 36.
[49] Twenty-five days from Thalan Bay to sail to Palanthas (DL8: 6).
[50] III: 99.
[51] II: 274.
[52] II: 347.
[53] III: 331.
[54] II: 354.
[55] II: 335; III: 13, 331.
[56] III: 99; DL9: 14.
[57] II: 365.
[58] II: 387 stated that Kit left Tanis "two days ago," yet it is unlikely that he would have stayed two days in her room after she left. The key must be the six-hour time difference.
[59] III: 104.
[60] DL8: 14. The DL8 dates began at the start of the module, not the beginning of the year (Int.). So, just as the Whitestone Council was listed in DL8 as 1:15 rather than 12.28, the Battle of the High Clerist's Tower was listed as 3.13—also off from the atlas by 18 days.
[61] III: 20.
[62] III: 24.
[63] III: 32, 35, 41, 55.
[64] II: 388.
[65] III: 49.
[66] III: 187.
[67] III: 57, 68.
[68] III: 74, 83, 85.
[69] III: 93, 95. Just before dawn of 3.2 Flint commented that it had been a week since Sturm died (III: 89, 90).
[70] III: 84; 1985 Calendar; Int.
[71] III: 122.
[72] III: 163.
[73] III: 199, 202, 204, 208.
[74] III: 207.
[75] III: 213, 220.
[76] III: 263.
[77] III: 226, 232, 237.
[78] III: 264.
[79] III: 244, 246, 250, 260.
[80] III: 264.
[81] III: 265, 271. The date was based on proximity of Godshome to Neraka.
[82] III: 278.
[83] III: 297, 340.
[84] III: 342, 351, 358. DL11: 2 stated that this occurred in May, but May did not fit with the timing of the Spring Festival.

War of the Lance
[1] DL11: 5
[2] DL14—SB: 5, 6.
[3] DL11: 9.
[4] III: 102.
[5] DL8: 10.
[6] Except for days verified in the "Pathways—The DRAGONLANCE® *Chronicles*," times were estimated.
[7] II: 145.
[8] III: 102, 112, 138; DL11: 13.
[9] III: 303; DL11: 12, 13.
[10] DL14—SB: 12, 13.
[11] DL14—SB: 12, 13.
[12] VI: 92, 94.

Pathways—The DRAGONLANCE® *Legends*
[1] II: 31; DL14—SB: 7.
[2] IV: 8.
[3] IV: 22.
[4] IV: 81.
[5] IV: 55, 64.
[6] IV: 39.
[7] IV: 32, 54.
[8] IV: 59.
[9] IV: 64.
[10] IV: 89.
[11] IV: 98, 103.
[12] IV: 115, 121.
[13] IV: 198, 199.
[14] IV: 192.
[15] V: 232, 233.
[16] VI: 92, 94.
[17] VI: 133, 138.
[18] VI: 145.
[19] VI: 182.
[20] VI: 185. The VI: 213 date of "Thirdday, Fifthmonth, 356" was too late to agree with the celebrations of Spring Dawning (3.20) and War's End (calculated as 3.26) due in two to three weeks (VI: 92). Also, the year was incorrect when compared with the DL14—SB: 7 date of the War of the Lance.

[21] VI: 185, 221.
[22] VI: 303, 315.
[23] V: 61, 67.
[24] V: 70.
[25] V: 73, 160.
[26] V: 102, 104, 121, 129.
[27] V: 145.
[28] V: 146, 174.
[29] V: 195.
[30] V: 211.
[31] V: 217, 221, 237.
[32] V: 249.
[33] V: 250, 259, 261.
[34] V: 276, 278.
[35] V: 281, 283.
[36] V: 292.
[37] V: 291.
[38] V: 301, 303, 306.
[39] V: 313.
[40] V: 317.
[41] V: 336.
[42] V: 358, 368.
[43] V: 366.
[44] V: 383, 386; VI: 13.
[45] VI: 109.

The Abyss
[1] V: 70.
[2] VI: 76, 77, 291.
[3] IV: 80, 81, 84.
[4] V: 95; VI: 139.
[5] V: 84, 85.
[6] V: 95; VI: 124, 140.
[7] IV: 353.

The Celestial Realm
[1] DL5: 12, 13.
[2] DL5: Constellation map. This differs from the zodiac of Earth, which lies in a single band.
[3] DL5: 12, 13.
[4] V: 346.
[5] I: 61.
[6] III: 252.
[7] VI: 40.

Climate
[1] The climatic zones shown on both maps were from unpublished maps by Tracy Hickman. More detailed local information on vegetation given in the game modules may differ from that described as associated with the broad climatic zones. The modules tried to provide a wide variety within a relatively small area for gaming purposes, so these were omitted. Although microclimates may indeed occur to account for such variations, they are usually not detailed in world-wide maps.

Population
[1] V: 321.
[2] II: 302; DL14—SB: 8, 9, 12, 13.
[3] DL7: 14; DL14—SB: 4.
[4] DL14—SB: 5, 19.
[5] V: 129.
[6] DL14—SB: 11.
[7] IV: 251, 253.
[8] DL14—SB: 3, 9, 11.
[9] V: 134, 139; DL3: 9.
[10] DR #102: 13.
[11] DR #103: 19.
[12] DR #101: 11.
[13] II: 166.
[14] II: 166, 167.
[15] III: 198.
[16] III: 198.
[17] I: 351.
[18] DL14—SB: 20.
[19] II: 156.

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Index of Place Names

This index includes the names of all locations that appear in the atlas, including virtually all but the smallest of locales mentioned in any of the DRAGONLANCE® books and game modules. Alternate names and/or spellings are cross-listed, followed by the most common form used on the maps in parentheses. Each location important enough to be found on world and/or regional maps is preceded by a coordinate of the approximate location. A bar (—) indicates that no coordinate applies. Important locations within site maps have an abbreviation following:

F	Flotsam	Q	Qualinost
FV	Foghaven Vale	Sc	Sanction
I	Istar	Sl	Solace
N	Neraka	Th	Thorbardin
P	Palanthas	Ts	Tarsis
PB	Port Balifor	XT	Xak Tsaroth
PxT	Pax Tharkas		

All names are followed by the page or pages on which the term (or an alternate form) can be found. The page containing the primary locational reference is shown in italic, while that of the site map is underlined.

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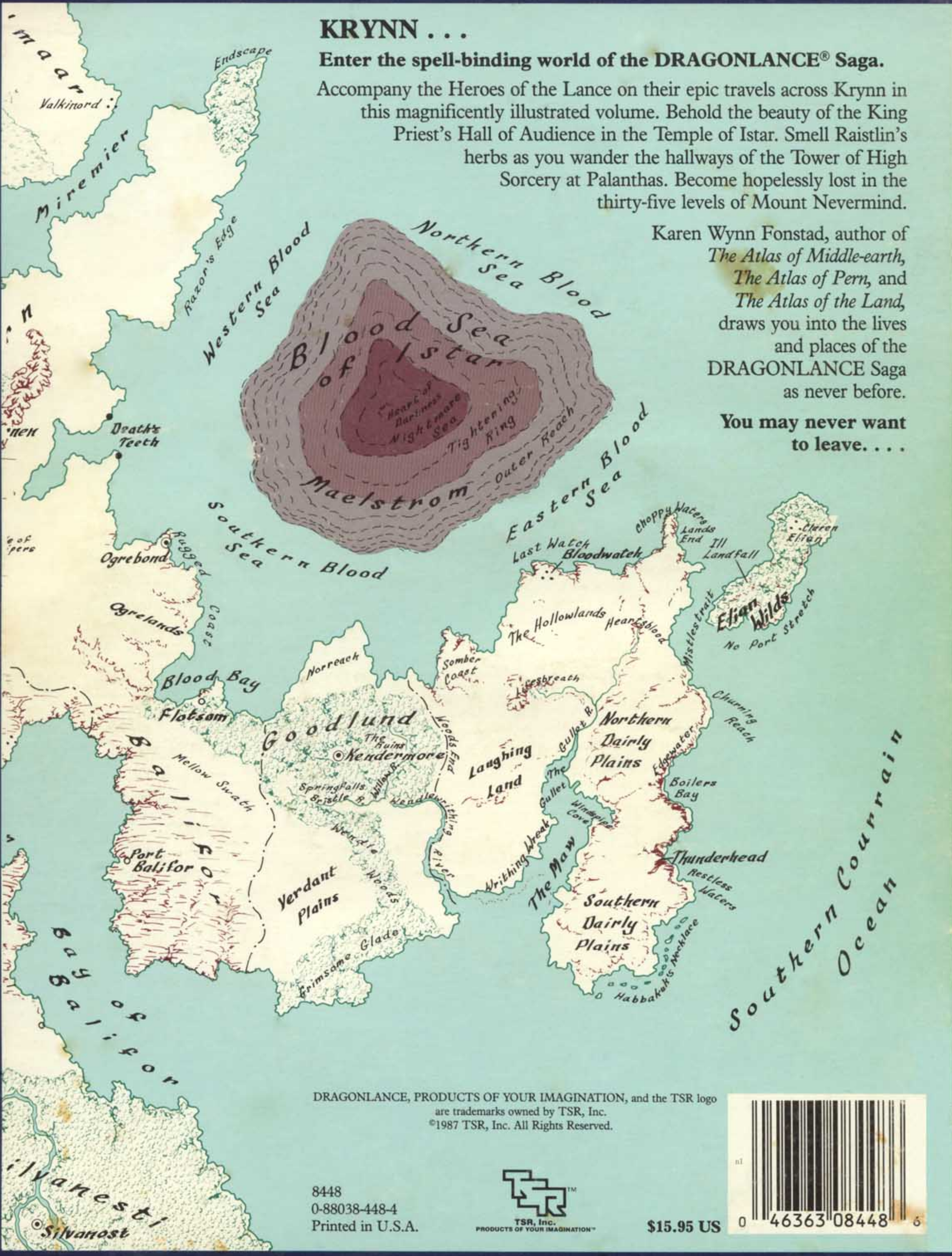
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